

COVERING ALL
DOCTOR WHO RPGS

DDW DW RPG

DIARY OF THE DOCTOR WHO

ROLE-PLAYING GAMES

The fanzine devoted to Doctor Who Gaming

ISSUE # 18



"PIRATES OF THE SKY" ADVENTURE MODULE - "THE RECON MISSION" ADVENTURE MODULE
"GLITZ AND DIBBER'S RUNAWAY BOMB" ADVENTURE MODULE
"ALL FOR ONE" ADVENTURE MODULE - A LOOK AT CAMPAIGNS-PART TWO
GLITZ AND DIBBER STATS - LANCHESTER CALLING CHARACTER STATS
and MORE...

EDITOR'S NOTES

Welcome to the 18th issue of our fanzine. We hope that if you enjoy *Doctor Who* role-playing that you find something of worth in our little offering. We've had a great group of writers step up and contribute to our 'zine and I really want to thank them all for their efforts and contributions. They make DDWRPG great!

It's tough for our staff to get out this fanzine each month or so (giving you 54 pages of content with every issue) between their regular work and their other amateur and professional writing responsibilities. If you are looking for gaming content devoted to *Doctor Who*, we think we are one of the best resources available. We support Cubicle 7's *Doctor Who-Adventures in Time and Space* game, which is currently in print. Our content also supports the previously available Whovian RPG's *Time Lord* and FASA's *Doctor Who Role-Playing Game*. We hope that our crunch-light adventure modules and Game Master tips are just the resources you want to help your own campaigns.

Are you interested in adding something to our pages? We welcome you to contribute articles, modules, playing tips and more. Whatever you want us to consider, e-mail it to seidler@msoe.edu.

This issue continues a look at campaigns that we started in our previous issue. We've got character stats and a great module that feature Glitz and Dibber from regular staff member Neil Riebe. Characters from the "Lanchester Calling" campaign have been written up for GMs to use as NPCs in their own campaigns by our new permanent staffer Peter Murphy. Plus regular offerings!

-Nick "Zepo" Seidler [Editor, DDWRPG]



LIKE us on facebook to get updates on our fanzine:

www.facebook.com/ddwrpg

Download our fanzine online at:

<http://homepages.bw.edu/~jcurtis/modules.htm>

THANKS TO CONTRIBUTORS Neil Riebe, Peter Murphy, and Jeff Miller.

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This issue of the fanzine is dedicated to Mark Anthony Qusted, one of our readers that has eventually become a contributor and part of our staff here at DDWRPG. Thanks to his efforts, word of our fanzine has spread on-line, and we've been able to get more fans and contributors. To him we give a big "Thank You"! You rock, Mark!

REVIEW: DOCTOR WHO CHARACTER BUILDING ELEVEN DOCTORS SET















CHARACTER BUILDING MINIATURES

CHARACTER OPTIONS (2011)

MSRP £24.99 / \$49.95



ALL ELEVEN DOCTORS

MIX AND MATCH



ALTERNATE SUPER-RARE SET

The *Doctor Who* Eleven Doctors set of Character Building miniature figures have been released and might just be the set that gamers are waiting for.

Mimicking the design of the Character Options Eleven Doctors Action Figure set, this set comes complete with all of the Doctors in a Lego-sized set of mini figures that work with the Character Building play sets. This box is attractive and great for display if one is interested in simply collecting the set. But the toys inside are a gem, and deserve to be used. These sets are Lego-compatible and perfect to use as miniatures if one wishes to use them for gaming. Much like Lego sets the figures come apart at the head, the torso, and the legs, and some have accessories such as a scarf or item to hold. This allows one to mix and match to create your own variation of the Doctor if you wish to!

One of the complaints with this set is the same for most of the Character Options created multiple Doctor sets. Every Doctor comes with an accessory (usually a sonic screwdriver, or the question mark umbrella for the 7th Doctor), but the First and Sixth Doctors always seem to get the shaft and miss an accessory. Not fair. The First should at least get his cane, and the Sixth could have the sonic lance from "Attack of the Cybermen". Just because they did not have the sonic screwdriver is not a reason for them to be the "crapper" figures without an accessory. Should it be any surprise that the first and sixth Doctors still come up low in fan polls for favorite Doctor, when voting is done by kids who never saw their stories? Think about that. Wise up toy manufacturers. Every Doctor deserves some accessory for them to carry!

Even with this minor criticism, the figures themselves look great and it is wonderful that the BBC and toy manufacturers have figured out that fans want the complete set of Doctors up front. As a gamer, this set, which is Lego compatible is perfect for use as miniatures in RPG games. Add to that the fact that the figures are easy to interface with the growing lines of Lego and Character Building figures and you might have the most expansive set of figures available for gaming.

The set is also available as a super rare exclusive, with variations on Doctors 1 (white hair), 4 (dark coat), 7 (dark coat), 9 (green jumper), and 10 (brown jacket and specs). Only a few of these sets can be found, but they are only really of note to collectors, with no other differences.

4 out of 5 TARDISes.



NEW COVER DESIGNS REVEALED



TIME TRAVELLER'S COMPANION



DEFENDING THE EARTH


The most recent issue of *Game Trade Magazine* (#148) recently featured some news updates from Cubicle 7 that are of interest to *Doctor Who* RPG fans. Covers of the long awaited DWAITs supplements were included in the magazine along with some interesting information about the releases including their new expected release dates.

The write up for the *Time Traveller's Companion* read as follows:

Time flies when you're having fun, but flying through time can present a whole host of problems. Whether accidentally creating paradoxes, upsetting the course of history, or trying to Put Things Right, you're going to need to know your way around the Vortex. You need a guide... a companion. This supplement for Doctor Who: Adventures in Time and Space gives more information on Time Lords, temporal mechanics, and time machines, and takes an in-depth look at earth's important role in time and space. Scheduled to ship in July 2012 (PSI CB1103....\$39.99).

The write up for the awaited *Defending the Earth* supplement read as:

Front and center, soldier! You're part of UNIT now, the Unified Intelligence Taskforce. We are Earth's best defense against the myriad of alien forces who would try to subjugate and conquer our planet. It's not an easy job, and even those recruited for their scientific knowledge can find themselves on the front lines of combat against an almost unstoppable foe. It's dangerous, violent, and not everyone will survive, but for the good of the planet we will do everything in our power to protect humanity from extraterrestrial terrors! Defending the Earth is an expansion set for the Doctor Who: Adventures in Time and Space roleplaying game. Scheduled to ship in August 2012. (PSI CB1104....\$34.99)

So it seems we might see the *Time Traveller's Companion* supplement first (with the "The" dropped from the original mockup), and that the *Defending the Earth* set will be slightly less expensive. We look forward to both with anticipation! 

DOCTOR WHO THE CARD GAME FROM CUBICLE 7

The Cubicle 7 team were at the UK Games Expo and Origins Game Fair (US). At the events they showed off their new game which turned out to be a new *Doctor Who Card Game*! They even posted a photo to their twitter feed some of the game's cards (see right). Cubicle 7 officially announced the game made in association with Treefrog Games on June 12th. *Game Trade Magazine* #148 also reported on this release, with the following description:



CARD GAME BOX

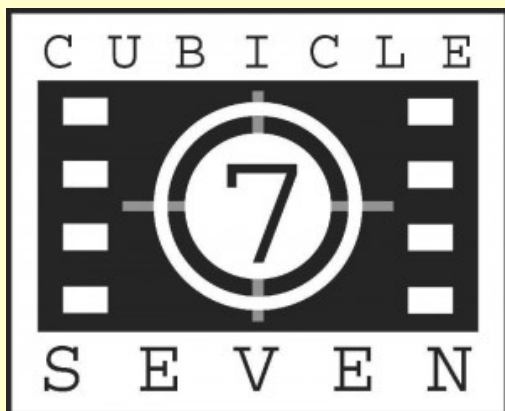
Daleks! Cybermen! Sontarans! The list of threats is endless and no place in the universe is ever truly safe from danger. But there's one man who's made it his mission to defend the defenseless, help the helpless, and save everyone he can. A mysterious stranger. A force of nature who has seen his own planet die. A madman with a box. Created by award-winning designer Martin Wallace, defend the universe as the Doctor and his companions in the Doctor Who Card Game! Scheduled to ship in August 2012. (PSI CB2100....\$29.99)



CARDS ON TWITTER



CUBICLE 7 CEO WILL BE GENCON GUEST OF HONOR



The GenCon game fair recently announced their guest list for this years convention which will be held on August 16 to 19th in Indianapolis, Indiana (USA). Dominic McDowell-Thomas, Cubicle 7's Chief Executive Officer, will be an official "Industry Insider Guest of Honor" at this year's event. Wonderful recognition for our favorite game, and raising Cubicle 7's overall profile as a publisher.



DOMINIC McDOWALL-THOMAS

BLACK TREE DESIGN DOCTOR WHO MINIATURES RUNNING OUT

In their recent e-mail newsletter (dated 27 April 2012) Black Tree Design are reporting that some of their *Doctor Who* miniatures are now running low on stock and will soon run out. On 11 May 2012 they added an additional six figures to the list. Their e-mail to their original fan mailing list said "Unfortunately it is time to say goodbye to a few of our lovely Dr. Who figures. Stock of these items will soon be depleted and gone for good. Effectively immediately you will only be able to buy singles of the following miniatures:"



DW115 Tlotoxl	DW433 Kellman	DW532 Earthshock Cyberman
DW119 Doc Holiday	DW439 Eldrad	DW605 Mestor
DW122 Nero	DW441 Wood Beast of Tara	DW610 Katryca
DW132 Koquillion	DW446 Garron	DW615 Remus
DW139 Aridian	DW450 Count Grendal	DW714 Bus Conductor
DW140 Cowboy	DW457 Rohm Dutt	DW1009 Bessie
DW333 King Peladon	DW464 Nucleus	
DW415 Victorian Policeman	DW521 King John	

We posted this info to our facebook page (at www.facebook.com/ddwrpg) to let people know about this news as soon as we received it on 27 April 2012 (the publishing date of our last issue). We wanted to get this news gets out to our readers as soon as possible so no one misses out. The minis are great and we recommend them. It is a shame to see them go off market. We hope that the molds are safe somewhere and that the line find a new manufacturer somewhere. Black Tree bought the old Harlequin stock of existing figures and when they are sold out it is thought the line will disappear for good.

On 18 May 2012 and 01 June 2002 Black Tree confirmed in their most recent update that the following figures are now sold out and no longer part of their stock:

DW115 Tlotoxl	DW450 Count Grendal
DW119 Doc Holiday	DW457 Rohm Dutt
DW122 Nero	DW521 King John
DW139 Aridian	DW605 Mestor
DW441 Wood Beast of Tara	DW714 Bus Conductor
DW464 Nucleus	DW1009 Bessie

Act quickly if you want to get these slowly depleting miniatures!



DW714 BUS CONDUCTOR

EVENT REPORT: CONCINNITY XII CONVENTION



CON CHAIR BRYAN BAUMANN CHECKS VIDEO GAMING



GUEST OF HONOR DR. CHUCK TRITT TALKS STEAMPUNK



RPG GAMING AT THE CON



OPEN BOARD GAMING WAS POPULAR



THE FREE MINIS PAINT AND TAKE WAS A HIT

On 05 May 2012, the staff of DDWRPG attended Concinnity XII, a gaming convention that is held annually at the Milwaukee School of Engineering (MSOE) in Milwaukee, Wisconsin (USA). This convention was completely free and open to the public, and all gamers who attended got a free button as well as dice for attending the event. The convention itself drew a nice crowd, just shy of 100 attendees for the Saturday.

This year, as last, the convention featured Dr. Chuck Tritt as the guest of honor. Known for various presentations he has done on the viability of extra terrestrial life and on the real possibility of zombification, this year he turned his sights on Steampunk culture. This was a great topic as the convention had chosen steampunk as the theme of the convention for this year.

The convention was chaired this year by Bryan Baumann of MAGE who put together a full schedule of different events for participants to be a part of. Besides panels on Steampunk, the Milwaukee Time Lords *Doctor Who* club was in attendance at the con giving updates on the show and an overview of their own regular activities. Other events included a laser arcade shooting event, video gaming, a *Magic the Gathering* card tournament, as well as open board gaming.

Role-Playing games drew full tables for games such as *Dungeons & Dragons*, *Paranoia*, and even *Doctor Who-Adventures in Space and Time*. Slots ran throughout the day, with some of the busier games happening in the early afternoon and evening slots.

Numerous attendees wore costumes and participated in the various open events that the convention offered. One of the highlights was the paint and take miniatures event, in which attendees could sit down and paint the mini figure of their choice. Anything that they painted they could keep for themselves and take home with them.

The convention also included a viewing of the 2010 direct



DDWRPG STAFF WITH DR. TRITT



LIGHT UP COSTUME (in the dark)





SLYTHERIN COSTUME



MTL INFO SESSION

to video film *Sherlock Holmes* from Asylum Pictures, which featured Gareth David-Lloyd of *Torchwood* as Dr. Watson. The video ended the convention as the con's last event.

Overall Concinnity XII was a success, though we missed an opportunity to catch up with one of our other staff writers who had to pass on the con due to a bad set of directions to the event (we missed you Neil!). The event highlighted the interest that still is found at universities and college campuses for interests such as gaming and *Doctor Who*. MAGE, MSOE's gaming and sci-fi club, learned that sometimes the simplest of events at a convention, such as open gaming and miniature paint and takes, get everyone involved and into the event. DDWRPG looks forward to the next concinnity and plans on supporting and covering that event in another year's time.



THE MILWAUKEE TIME LORDS INFO SESSION AND DOCTOR WHO MEETING WAS WELL ATTENDED



MAGIC THE GATHERING CARD DRAFT TOURNAMENT

DOCTOR WHO-ADVENTURES IN TIME AND SPACE AT CONCINNITY XII

Our editor, Nick Seidler, ran an adventure module of *Doctor Who-Adventures in Time and Space* at the convention. The adventure module was a steampunk adventure that was a crossover with the world of the *Airship Pirates* RPG (also published by Cubicle 7 who released the DWAITs RPG).

The game featured veteran players and members of the DDWRPG staff as well as gamers who tired their very first role-playing game ever. This created an interesting gaming mix, but also kept the players as a tight group as they worked together to get to the bottom of the adventure at hand.

The adventure was called "Pirates of the Sky" and we have included the full adventure in this issue of DDWRPG on the following pages. While using DWAITs rules, the adventure took place in the world and setting of *Airship Pirates*. The crew found themselves on board a pirate airship attacking another vessel. This led to the TARDIS crew investigating a mystery where the helpless orphans on board were being taken by the airship.

A special thanks to our group of players for this adventure: Stan Miller (Craig Owens), Eric Waydick (The Eleventh Doctor), Molly Katzfey (Archeologist Arizona Smith), Julie Frey (Amy Pond), and Jordyn Bailey (River Song).



STARTING THE ADVENTURE MODULE



THE PLAYERS: FROM VETERANS TO FIRST TIME RPG GAMERS



THE PIRATE VESSEL *OPHELIA* ATTACKS THE CARGO AIRSHIP BEFORE THE BOARDING BEGINS

MODULE: "PIRATES OF THE SKY"

"Pirates of the Sky" is a Doctor Who adventure module set on a parallel planet Earth in 2150CE. The player characters find themselves landing on an airship filled with pirates about to attack another vessel. This adventure module can be run with either the Eleventh Doctor and Amy or another group of time travelling characters.

This adventure was originally run at the Concinnity XII Sci-Fi and Gaming convention on 05 May 2012. The game is a crossover adventure between the world of Doctor Who and the Airship Pirates RPG. The module and the Airship Pirates RPG is based on the music of the steampunk band Abney Park. To give yourself a background of the world the adventure is set in refer to that game. The Abney Park track "Airship Pirate" is an excellent song to set the tone for the adventure and to play for the group at the conclusion of the adventure.

The TARDIS is in flight, when the ship lands on what the TARDIS reads is the planet Earth in the year 2150CE. Once the TARDIS lands, the characters can observe that their coordinates are continuing to change. A look on the scanner will reveal either that they are in the sky, or that they are on what looks to be a Victorian era sailing ship. All of this is strange enough that hopefully the characters will exit the craft and explore their surroundings...

FIRES HIGH AND THE AIRBAGS TIGHT

Exiting the TARDIS the characters will find themselves aboard a flying airship. The deck is wooden and there is a large airbag of a zeppelin above them. The airship also has sails to catch wind, rigging in which to go up or down the sides of the ship, and large propellers that help maneuver the craft as well. Those making awareness or intuition rolls will notice that there are black pirate flags hoisted on the vessel that they are on. They will also notice that this vessel is moving into position to engage another larger airship. It looks like the characters may find themselves in the midst of a battle 3000 feet from the ground! The TARDIS has landed on the poop deck, the top of the rearmost (aft) deck and from here a lot can be observed on what is happening aboard this air vessel.

GOGGLES DOWN AND THE CANNONS UP

On the deck of the airship, there is a mad scramble as the crew is preparing to engage in combat. The characters will see that there are a number of crew members who are running around and making various preparations. Some of them are readying cannons, while one is calling for shot to be "aimed at the airbags to cripple her". A few

other types of weapons are also being prepared as pistols, rifles and some swords are readied on deck for crew to grab when they are boarding the other vessel.

The pirate crew are all dressed in Victorian-influenced clothing, which is smattered with “modern” steampunk technologies. The actual crew aboard the pirate vessel is not that large (the GM can adjust the number of crew as needed for the scenario, but the primary crew are given on the sidebar to the right). The closest of the pirates to the crew is Captain Robert Brown who is ordering the crew about to prepare for attack. He will order the cannons fired and this will put some holes in the airbag of the larger vessel that they are attacking. The crew of the other vessel can be seen to quickly climb their rigging to do their best to patch the holes as their airship starts to lose altitude. Also, the other vessel quickly raises a white flag of surrender. The (female) Captain of the attacked vessel will also yell across to the pirate ship, “Stop your attack! We surrender!!” Other than those patching the holes in the airbag, the crew of the attacked vessel will raise their hands in surrender and gather on deck.

Despite all of the chaos and preparation witnessed as the TARDIS crew came on deck the ship to ship battle ends quickly (unless the GM wants to draw out this battle for tension and effect).

EXPENDABLE CREW STARTS TO REEL HER IN

Unless the TARDIS crew has already gotten involved in the situation, the pirates may not have noticed them, but now Captain Robert will notice them. He will be unsure as to who the TARDIS crew are, but he will confuse them with some of his hired crew and bark orders at them, “Well don’t just stand there you scourge of the air, get the grappling hooks and help us reel her to the starboard!” He will point to grappling hooks on deck.

At this time the characters can either join the crew and help reel in the other vessel or join the fight against the pirates. Characters who wish to join the fight can make rolls to realize that they will be alone in combat as the other ship has already surrendered. They would be going it alone. Playing along is the sensible choice.

The crew of the pirate ship (named the *Ophelia*) will launch or throw grappling hooks to the other vessels and use hand cranked or steam powered winches to pull the other vessel (named the *Zephyr*) alongside. A few of the pirate crew also use steam powered backpacks that move dragonfly-like wings to fly across to the *Zephyr* as the boarding begins. Soon the vessels are side-by-side



THE PIRATE CREW OF THE AIRSHIP *OPHELIA*

THE PIRATE CREW

The crew of the Airship *Ophelia* are pirates, but use the cover of a travelling music troupe when landing at other cities to refuel or buy supplies. The crew are competent, but often suffer bad luck as they plunder.

CAPTAIN ROBERT BROWN - Leader of the motley band of air pirates. He is a righteous and moral captain, who though motivated by wealth and success has a moral side as well. A Han Solo type. Vocalist in the band.

LADY KRISTINA - The navigator of the ship, and also the significant other of CPT Brown’s. She will encourage the crew to do the right thing and help the wayward orphans when given a chance. Keyboardist in the band.

NATHANIEL - The pirate ship’s cook and chief storesman. Responsible for moving bounty aboard the *Ophelia* and storing the spoils below deck. Also responsible for repelling boarders. Guitarist and violinist.

MR. CEDERMAN - Engineman and Engineer on the ship. He oversees the upkeep of the weapons and canons as well when the ship is being overhauled. He keeps the ship in working order and sews the airbag. Bass player.

MISS JUDY - She aims and fires the *Ophelia*’s cannons when in combat. Otherwise she is the eagle eyed lookout for the ship, helping spot other vessels that the pirates may choose to attack and board. Backing vocals.



CAPTAIN TOOS PROTECTS HER CARGO



THE SHIP'S HOLD IS FULL OF NUNS AND ORPHANS, BUT...

and the pirate crew and characters can board the captured vessel.

The group is greeted by the female Captain Toos who warns the group that she has “nothing of value” aboard her vessel. Captain Robert Smith will order the characters to assist his crew in checking the cargo holds of the surrendered airship.

BELOW DECK A CREW OF NUNS AND ORPHANS

As there is tension on deck, the characters and NPCs go below deck they are faced with an unexpected cargo. The hold is full of about 100 orphans which are being watched over by a group of about eight nuns!

The other pirate NPCs will immediately turn around and head to deck, yelling to Captain Robert “Nothing here but nuns and orphans!” Captain Robert will immediately ask Captain Toos where the value of their cargo is, and the two will get into a light argument about smart shipping and cargo. There simply is not anything of value for the pirates here. However, not is all that it seems...

If any of the characters are below deck, they will suddenly find themselves staring down the barrel of some big guns. The nuns and children are armed to the teeth! The nuns carry heavy steam powered mini-guns, and a large number of the orphans are armed with makeshift weapons from below deck such as fire axes, crowbars, and other bludgeons.

For the characters below deck, it is obvious that the pirate ship could have been repelled and defeated if the nuns would have decided to put up a fight. In fact, the fight would not even have been close. The Mother Superior will approach and explain to the characters, “We are simply here to protect these innocent children. Please be on your way so that we can bring them to their new parents in Alphaville.” The Mother Superior will thank the characters and tell them to go on deck and politely ask the pirates to leave!

The character will need to go and talk to Captain Robert about the situation. If the characters have not realized it yet, the rag tag group of pirates always seem to run into bad luck, and are a bit of a motley crew. Even when approached by the character giving information about the situation below deck, Captain Robert will al-

ready be having the other characters and members of his crew helping patch the holes that his pirates shot into the *Zephyr's* airbag. The characters can tell the pirates of the armed force of nuns and orphans below deck, but the pirates will not believe them (unless a heavily armed nun is brought above deck, or the pirates are led down to see the force that they are up against). Either way, the pirates themselves will be confused about the situation at hand but once given the proof they will back down and give Toos control of her vessel again. The pirate crew, being a bit

superstitious, will actually apologize to the Mother Superior and ask her to forgive the crew.

The nuns and the crew that were attacked will be friendly and forgiving and actually offer the characters and pirates a meal to eat before they depart. With repairs being finished the group eat, with the children filing from below deck to get soup and bread before returning below deck.

SHARING A MEAL

As this strange situation unfolds, everyone has a chance to figure out what is going on here. Characters should be able to realize that this is not the year 2150CE that they would expect on Earth, and any Time Lord or character making a science roll will realize it is a parallel Earth and history has unfolded differently.

Over the meal everyone learns something odd. Hopefully the characters will be asking the right questions, but if not NPCs such as the pirate crew can lead the discussion in this direction.

The discussion will reveal the following: Captain Toos was hired by the nuns who ran an orphanage in the large skyloft city of Neo-Hamilton. The nuns ran an orphanage to care for the children who had lost their parents to the harsh conditions of the world and to raiders and pirates (without the moral center of the *Ophelia's* crew). Recently, Neo-Hamilton was contacted (as were many of the other cities) and an announcement was made by Mayor Grymm of the ground city of Alphaville. Grymm put out a call welcoming other cities to send their orphans (ages 4 to 14) to his city as Alphaville has promised to care for them all. Alphaville is welcoming the children to their city. Many cities sent their unwanted and burdensome children away to Alphaville immediately, but Neo-Hamilton did not. Only once the Mother Superior had heard that the children at Alphaville were actually welcomed on arrival by families who were adopting them did they finally decide to contact Captain Toos and arrange for these orphans to have new lives ahead of them.

Other information can be collected about Alphaville as well. It is one of the few new independent ground based cities not officially controlled by the neo-Victorians (and thus is not a Change Cage city, which is controlled by the emperor). The city does not mine coal like other cities do, and the area is clean and free of the dirge of pollution and of the oppressive policies of the Neo-Victorians and their controlling ways.

ONWARDS TO ALPHAVILLE

All of this should raise a red flag for the characters who should find it odd that any city is freely welcoming thousands of children without parents (a huge economic and social burden) to it. If the characters do not find anything odd, Captain Robert or the pirate NPCs will. Hopefully, the group will want to accompany the *Zephyr* on its journey to protect the children and see what Alphaville is like. Captain Robert will accompany the cargo vessel acting as a guard until to protect against other airship pirates that raid



THE PIRATES AGREE TO ACCOMPANY THE CREW



THE VESSELS GO TO DELIVER THE ORPHANS



AHEAD IN THE WASTES IS THE CITY OF ALPHAVILLE



THE CARGO SHIP LANDS AT ALPHAVILLE, WITH NEW PARENTS AWAITING THE CHILDREN TO ADOPT

the vessels as they head to the city. If the GM wants to add tension or another encounter while the TARDIS crew is on its way to Alphaville, they may throw in another pirate attack. These new raiding pirates will not be as reasonable or ill prepared as the crew of the *Ophelia*. This additional pirate encounter should be dangerous and deadly. The characters should be able to defeat the second set of pirates, and if the battle is close, the heavily armed nuns can even the fight with their steam powered miniguns. Eventually, the airships should arrive at the city of Alphaville.

ARRIVAL

As the airship gets close to Alphaville, all of the NPCs will be getting a bit nervous. It is obvious that Alphaville is a different kind of city as there is no dark smoke (from burning coal and steam power production) rising from the city's walls. From the air, the city looks idyllic and beautiful. Captain Toos and Captain Robert will carefully pilot the airships to the dirigible docks that the city has. The nuns will prepare the children and try to make them presentable as they meet their new parents. There is genuine excitement among the children that they will soon be adopted.

As the ships dock, the characters will see that large groups of parents dressed in the fancy wardrobe of Neo-Victorians, await the children's arrival. Many of them wave handkerchiefs and top hats as the airships land. There is cheering and shouting. The scene is exciting and welcoming. So much so, the children will spill from below deck and run to the rails of the ship to see this exciting scene. It seems that the dream is true and new families await the kids.

After the ships have landed, Mayor Grymm makes an announcement to the arrived vessels via a brass megaphone. "Welcome children to your new home in Alphaville. Your new parents are here to welcome you, get you cleaned up, and tonight we will have the biggest celebration to welcome you. Imagine, perhaps even one of you will become our mayor someday. We shall see you tonight!" Mayor Grymm will move off, and the city's clerks will board the airships and inform the pilots that due to pirate raiders, they will need to unload the children and leave the docks before midnight. While it is already getting dark, that means that they need to unload and take flight in a mere four hours (and the sun will set within one hour). The children are paired with families (always a mother and father) who hug them and sometimes give them a welcome present and walk off with them (pointing out interesting things in Alphaville, and holding their hands). A new and wonderful life for the orphans is beginning today.

Captain Robert and Captain Toos will be a bit surprised that the stories are true. The nuns will be so happy that Alphaville's offer is real and that the orphans in their care will finally find a home. Characters that are observant or who make awareness or intuition rolls will notice something a bit odd about all that is happening here. They will

notice that after a while, some of the same parents are returning to get a new child to adopt. This should immediately strike the characters as odd. Closer observation will also reveal that some of the same presents (teddy bears, toys, etc.) are given to the later sets of children as well.

Hopefully this will prompt the characters (and pirate NPCs) to investigate. But if they try leaving their ship, they will be told that for security reasons and fear of pirates or outsiders causing trouble, the airship crews are not allowed to leave their vessels. This means that the characters will have to sneak off their vessel to learn more. Neo-Victorian disguises are needed and the characters will most likely have to find a creative way to get clothes so they blend in. Once this is done, following a family with an adopted child or exploring the city seems the thing to do.

TO THE WORKS

Following a group of parents with a new adopted child, or exploring the city, will reveal the same thing. The families that have adopted the orphans each lead the children through the streets in different directions and show them the city, but after a good 10 minute walk, all the families seem to converge on the same building, which only has one door and without any first floor windows, which is labeled “The Works”. Parents always lead the children to the door and kindly explain that this is the “bath works” and that they need to get cleaned up and take a bath before the celebration that night. The parents hold onto the child’s present as the kids enter. After this the parents walk back into the city (and if followed return to the airship to pick up another child and again bring them to “The Works”).

Regardless of which route through the city of Alphaville the adoptive parents take, they all eventually bring all the children to “The Works”. Testing the doors will reveal that the doors are locked, and with a lack of windows, no one is sure what is inside, but continued observation will reveal that all the children enter, but none of them leave the mysterious building. After a while, all of the orphans from the ships will have been collected by parents, and soon the stream of parents and orphans ends. The airships will be expected to leave before midnight, so if the characters have not yet tried to enter the building, their time limit to do so is quickly dwindling.

To enter “The Works” the characters can lock pick the door or use a technological device such as a sonic screwdriver to unlock it. Unknown to the characters, the real secret of Alphaville lies beyond the doors...

THINGS SEEM TO BE RUNNING LIKE CLOCKWORK

As characters sneak into “The Works” they will find a common entry way room with the appearance of a bath house. After an initial waiting room, the area is split into entry ways to segregated men’s and women’s bath areas. Characters can choose one or the other to enter, or split the group to investigate the different entrances. It does not really matter which way the characters go to explore, because beyond this area, the two doorways each lead to the same space! Beyond the entrances there is simply one large room inside the works building. A set of railroad tracks leads down into a large tunnel that runs deep into the ground through a large hole. (When the characters arrive there will most likely not be any people here, unless they immediately follow a child or group of children, in which case they kids will be wandering aimlessly in this space). It should be clear to the characters that the mystery of what is happening here can be found underground, and it is time to trek down the tunnel and follow the rails. Just like entering a Victorian coal mine from the 1800s this tunnel is very similar. Wooden beams hold up



THE ORPHANS ARE ADOPTED BY NEW PARENTS




THE CHILDREN ARE TAKEN TO “THE WORKS”



CLOCKWORK POLICEMEN GUARD THE KIDS



BUT THEY ARE NOT MINING FOR COAL ...



MAYOR GRYMM

The Mayor of Alphaville is behind the exploitation of the orphans that are brought to the city. He uses them to search out the alternative to coal for energy, and uses the children as the means of production.

the walls of the tunnel and the ground pitches downward at a fairly steep 15 to 20 degree angle. As the characters explore deeper (about 600 feet/ 183 meters) underground, they can start to hear the sounds of work, as well as yelling from a primary cavern down up ahead. Orders are being given and one can hear the cries and yells of some of the children. There is a lot of noise from thumping machines and the noise of vented steam.

As the characters approach this primary cavern they will see hundreds of children at work, under the watchful eye of some of the emperor's clockwork policemen. These clockwork robots are part of the oppressive police force found in this version of Earth. The clockwork policemen are armed with pistols and stand unemotional as various human foremen with whips give orders to the children. The new children are being given a briefing on their responsibilities and duties. They are informed that they have come to Alphaville to give power to their new home. Characters with skills in mining and science will realize that this is not a coal mine. The children are being put to work in some other way. Children are sorted into work teams, and marched down various tunnels that branch from this main area. Children can be seen to be taking pickaxes, hoses, steam fitting equipment and other work items down the various tunnels.

Characters can observe large brass pipes leading from the tunnels to oversized turbines in this area, which are turning and generating electricity for the city above. Investigating the side tunnels or the turbines (avoiding the clockwork policemen) will reveal that the large brass pipes are channeling steam from the various areas throughout the underground mine. Characters who make science or technology rolls will be able to realize that the city of Alphaville is harnessing the geo-thermal energy found underneath their city to power it! There is no thick rising black smoke from the city as Alphaville is not powered by coal, but rather by geo-thermal steam. The children, however, have to work in harsh conditions to channel the scalding hot natural vapors for use in the underground turbines. Alphaville is a green city, but at the expense of the orphans.

Hopefully, the characters will find this use of children for labor appalling, and realize that something must be done. It is clear that these children are being used as slave labor and that "The Works" actually means "The Steam Works". Not only is the current shipment of orphans here, but the other children who arrived earlier are all put to work in the geo-thermal mines. There are probably about 3000 children at work in the mines, sleeping in the rocks between shifts and living in filth. The TARDIS crew will surely be compelled to assist the poor and helpless children.

FREEDOM COMES ONE GRAIN OF SAND AT A TIME

Alphaville needs to be thrown into a revolution. Above ground, the city is idyllic, with none of the Clockwork Policemen needed to keep order. In this sense the city is unprotected other than a few of the Neo-Victorian gentlemen who are willing to fight for their wealth. But underground where the children are, the Clockwork Policemen and the work foremen will need to be overpowered. The children, if properly motivated, will take up arms (tools and

whatever else they can use as weapons to fight back) but only if they are motivated into rebellion by someone who will convince them that they have a chance and can defeat their oppressors. Motivating then by promising them better food to eat (they only eat gruel and bread) and a chance to see the sky again may be enough. Defeating the clockwork robots and foremen comes first.

Characters can overpower the robots and foremen using brute force if necessary, or by tricking them to leave (such as screaming that a cave-in is happening). Other methods include throwing sand into the clockwork robots, whose clockworks will seize up from mechanical failure after a small amount of time. Whatever creative method the characters use, they must defeat the overseers and then the children can be freed.

A TRULY INDEPENDENT CITY

With the children freed, they will spill into the streets of Alphaville. Alphaville will not be prepared for this, and the children actually outnumber the residents two to one. The “children’s revolution” will be resisted by Neo-Victorians motivated by Mayor Grymm. They will take up arms if needed and try to control the children and return them to the mines. But there are not many.

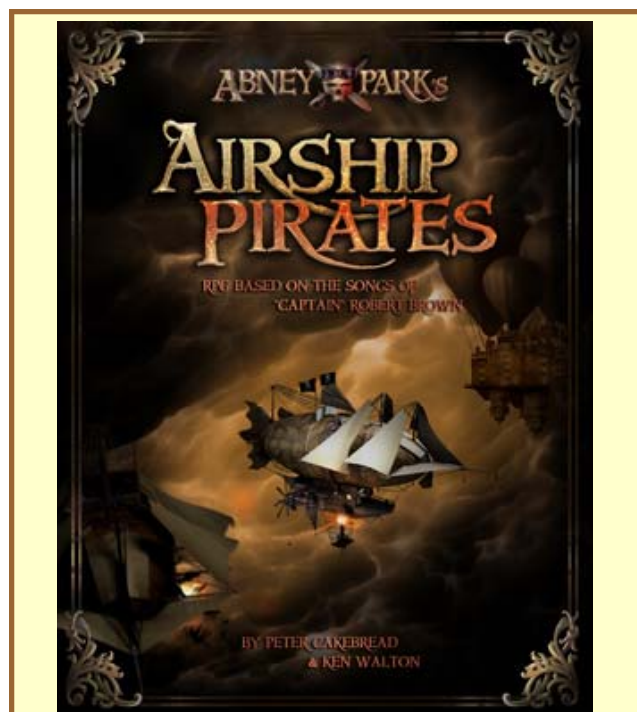
It falls on the shoulders of the characters (and the pirate NPCs) to eliminate this last threat to the children. Again direct conflict can defeat these villains, but it may also be possible for the characters to reason with them. Without the children, there is no power to the city, and it is only a matter of time before the city will be paralyzed. Mayor Grymm can be brought to justice for his misdeeds (and GMs can play him as either sympathetic or hardlined, depending on their vision of the character). The future of Alphaville hangs in the balance.

The most reasonable of all the people involved in this situation (other than the characters themselves) are the pirate crew of the *Ophelia*. Captain Robert and his crew can step forward and be the bridge between the Neo-Victorians and the rights of the children. A plan to put the men of Alphaville to work in the geothermal mines, in shifts and to assign children properly to parents will transform the city. The nuns from Neo-Hamilton can fill in as a temporary police force (armed with their mini-guns and their authoritative voices). Captain Robert will make common sense decisions that will transform Alphaville from an oppressive city to a truly independent city free of the influences of the Neo-Victorian emperor. The clockwork robots can be reprogrammed and put in place to protect the city, becoming effective and fair constables. The pirates may stay, evolving the city into a haven for artists and freethinkers—something this world really needs.

The characters can return to the TARDIS whenever appropriate after the events to transform Alphaville have been set in motion. The city itself is set back on course. The TARDIS crew will be able to pilot themselves back to their universe.



MAYOR GRYMM MAY OR MAY NOT BE THE FUTURE



THE AIRSHIP PIRATES RPG

Airship Pirates is an RPG that was written by Peter Cakebread and Ken Walton and released in 2011. The game is based on the world presented in the music of the band Abney Park. The setting is that time diverged in 1906 and the world, now in 2150CE, finds itself in a steampunk world. With neo-Victorians in the cities, and neo-Bedouins roaming the wastelands, the world has suffered an apocalyptic turn. Airships and floating cities are found in the sky, threatened by airship pirates. The game was presented the 2012 “Best Role-Playing Game Award” at the UK Games Expo.

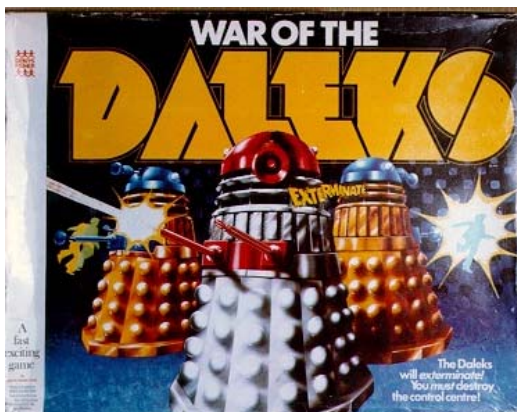


THE DOCTOR WHO GAMES LIST

Helping out our friends at Outpost Gallifrey, we put together a list of all the *Doctor Who* games that were released on the market for purchase. Here is the list that was featured as part of their "Timelash IV-Week 6" feature that allowed readers to vote on their favorite game. This list is of course of interest to gamers, so we present it here for our readers.

ACTIVE GAMES

- The Dalek Shooting Game (Louis Marx, 1965)
- Doctor Who and the Daleks Bagatelle [large circular] (Louis Marx, 1965)
- Doctor Who and the Daleks Bagatelle [oblong] (Louis Marx, 1965)
- Doctor Who's "Astro Ray" Dalek Gun [shooting game] (Bell Toys, 1965)
- Dr. Who and the Daleks: The Great Escape [boxed ball bearing maze game] (Peter Pan Play things, 1966)
- Doctor Who Pinball (Bally's, 1992)
- Doctor Who Fruit Machine (Bell-Fruit Manufacturing, 1994)
- Electronic and Infrared Interactive Sonic and Laser Screwdriver Set (Character Options, 2008)
- Doctor Who Rollers (Magic Box Inc., 2008)



BOARD GAMES

- Dodge The Daleks (Cowen de Groot, Ltd., 1964)
- The Dalek Oracle (Bell Toys, 1965)
- Doctor Who (Strawberry Fayre by Denny's Fisher, 1975)
- War Of The Daleks (Strawberry Fayre by Denny's Fisher, 1975)
- Doctor Who Board Game: Discover the Lost Planet (Weetabix Promo item, 1977)
- Doctor Who Board Game: Escape from the Underworld (Weetabix Promo item, 1977)
- Doctor Who Board Game: Race Through Space (Weetabix Promo item, 1977)
- Doctor Who Board Game: Travel Through Time (Weetabix Promo item, 1977)
- Doctor Who: The Game Of Time And Space (Games Workshop, 1980)
- Invasion of the Daleks Chocolate Easter Egg [with Game on box] (Toblar Suchard, 1983)
- Doctor Who: Battle For The Universe (Games Team, 1989)
- Doctor Who: The Interactive Electronic Board Game (Toy Broker, 2005)
- Doctor Who: The Time Travelling Action Game (Toy Brokers, 2007)
- Doctor Who: Operation (Milton Bradley, 2007)





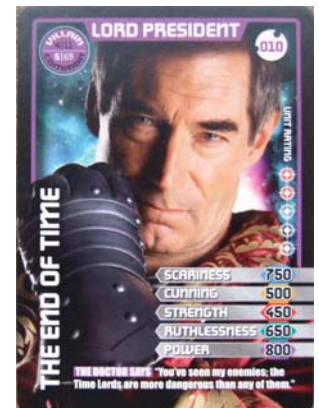
- Doctor Who & The Dalek (2007)
- Doctor Who: The Time Travelling Game (Marks & Spencer exclusive, 2007)
- Doctor Who: Three In One (Easter promotion, 2008)
- Doctor Who: The Dalek Battle Through Time (Toy Broker, 2008)
- Doctor Who: The Facts And Trivia Quiz Game (2008)
- Doctor Who: Exterminate Buzz Wire Game (Woolworth's Exclusive, 2008)
- Doctor Who: Scene It? (Mattel, 2008)
- Doctor Who: The Time Wars Game (Imagination Games, 2010)
- Doctor Who: Battle To Save The Universe (Imagination Games, 2010)
- Doctor Who Monopoly (Hasbro, 2011)



CARD GAMES

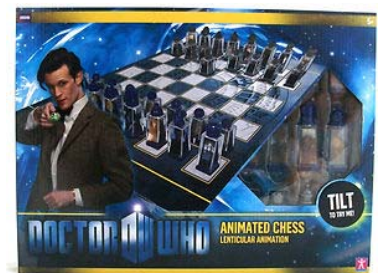
(This category does not include standard playing cards)

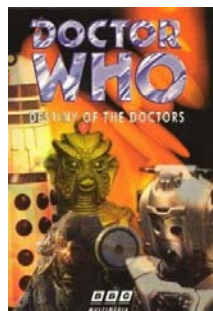
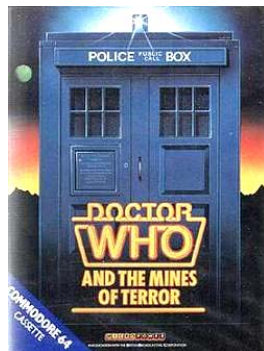
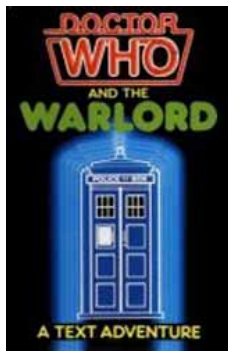
- Doctor Who Trump Card Game (Jotastar, 1978)
- Doctor Who Collectable Card Game (MMG, 1996)
- Doctor Who: Top Trumps (2006)
- Doctor Who: Battles in Time (GE Fabbri, 2006)
- Dalek Uno Card game (Flaire Leisure Products, 2007)
- Doctor Who: Alien Armies (Panini, 2009)
- Doctor Who Monster Invasion (2009)



CHESS

- Chess Set (Danbury Mint, 1992)
- Doctor Who Lenticular Chess Set (Character Options, 2011)





COMPUTER GAMES

- Doctor Who: The First Adventure (BBC Micro, 1983)
- Doctor Who and the Warlord (Text Adventure, BBC Literacy project, 1985)
- Doctor Who and the Mines of Terror (BBC Micro/C64, 1985)
- Dalek Attack (PC Floppy Disk, Admiral Software, 1992)
- Doctor Who and the Daleks LCD Game (Systema 1993)
- Destiny of the Doctors (PC CD-ROM, Studio Fish, 1997)
- Doctor Who: Dalek Hunter LCD Game (Character Options, 2005)
- Doctor Who LCD Adventure Game (Character Options, 2008)
- Doctor Who: Top Trumps (Nintendo DS/PS2/Wii, 2008)
- Doctor Who: The Mazes of Time (iPhone/Android, 2010)
- Doctor Who: Evacuation Earth (Nintendo DS, 2010)
- Doctor Who Adventures: City of the Daleks (BBC Online, 2010)
- Doctor Who Adventures: Blood of the Cybermen (BBC Online, 2010)
- Doctor Who Adventures: TARDIS (BBC Online, 2010)
- Doctor Who Adventures: Shadows of the Vashta Narada (BBC Online, 2010)
- Doctor Who: Return to Earth (Wii, 2010)
- Doctor Who Adventures: The Gunpowder Plot (BBC Online, 2011)
- Doctor Who: Worlds In Time (MMORPG) (BBC Online, 2012)
- Doctor Who: The Eternity Clock (Playstation 3, 2012)



MINIATURE GAMES

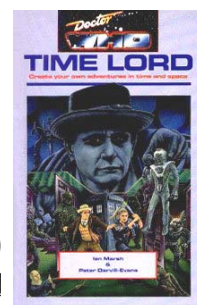
- Doctor Who: Invasion Earth (Harlequin, 1999)
- Doctor Who: Micro Universe (Character Options, 2008)



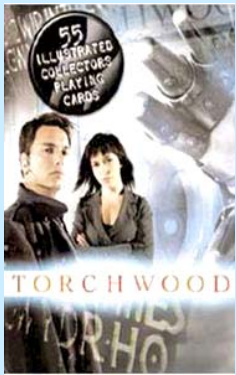
ROLE-PLAYING GAMES

(This category does not include RPG supplements)

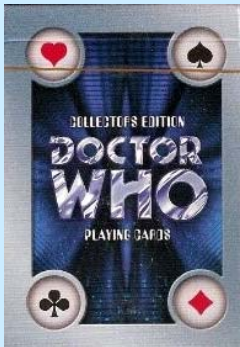
- Doctor Who Role-Playing Game (FASA, 1985)
- Time Lord (Doctor Who Books (Virgin), 1991)
- Doctor Who – Adventures in Time and Space (Cubicle 7, 2010)



DOCTOR WHO PLAYING CARDS



TORCHWOOD SET



1996 CARDS INC. SET

Standard playing cards have always been a popular set for gaming due to the variety of games that can be played with them. From poker, to gin, to rummy, to canasta, to go fish, to war, to solitaire, a standard deck of playing cards has hundreds of gaming uses. Interestingly, *Doctor Who* was not a property that embraced the standard playing card set as a marketable item for many years. Now numerous official sets have been released allowing gamers to play with their card sets. Here is a listing of the official sets that we know have been released:

- Doctor Who Playing Cards (Jonder Int'l, 1996)
- Doctor Who Collector's Edition Playing Cards (Cards, Inc, 1996)
- Doctor Who Collectors Edition Playing Cards - Series 1 [gold back] (Cartamundi, 2005)
- Doctor Who Adventures Playing Cards (Issue unknown) (Doctor Who Adventures, 2006) - TARDIS as a dalek suit Ace with red background (Eccleston era art)
- Doctor Who Collectors Edition Playing Cards - Series 2 [green back] (Cartamundi, 2006)
- Doctor Who Adventures Playing Cards (Issue unknown) (Doctor Who Adventures, 2006) - TARDIS and "Doctor Who Adventures" text on back (Tennant era art)
- Doctor Who Collectors Edition Playing Cards - Series 3 [red back] (Cartamundi, 2007)
- Doctor Who Collectors Edition Playing Cards Twin Pack (Cartamundi, 2007)
- Doctor Who Collectors Edition Playing Cards Triple Pack Box (Cartamundi, 2007)
- Torchwood Illustrated Collectors Playing Cards (Cartamundi, 2007)
- Doctor Who Adventures Playing Cards (Issue unknown) (Doctor Who Adventures, 2010) - blue circles around "Doctor Who Adventures" text on back
- Dalek Playing Cards (Issue #179) (Doctor Who Adventures, 2010)

We expect many more such sets to be released in the future.



DALEK SET - ISSUE 179 (2010)



CARTAMUNDI CARD SETS (SERIES 1, 2, 3)



TRIPLE PACK BOX

FAN MADE PLAYING CARDS

Fans have gone ahead and made their own sets of *Doctor Who* playing cards especially since the return of the series. Various sets that have specialty images for the cards and the trend towards self-made sets seems popular for those crafty enough to make their own. With print-to-order services now very affordable more and more sets of original cards are getting made even without a license.





MODULE: "THE RECON MISSION"

"The Recon Mission" is a Doctor Who adventure module set on the planet Qquinnen in 2458CE. The TARDIS crew find themselves encountering a Sontaran patrol looking for a secret. This adventure module can be run with either a group featuring the Eleventh Doctor, Amy and Rory or another group of time travelling players.

The TARDIS lands on the forest covered planet of Qquinnen. As the TARDIS crew characters look around they discover that in the deep ruins of the planet that they have landed on are the ruins of long abandoned buildings now overgrown with the trees and shrubs of the planets flora. It is at this time that the crew might encounter various wandering wildlife on the planet that might act as "wandering monster" encounters for the game. While there are some larger (tiger-like) creatures on the planet that are a considerable match, most of the wildlife will avoid the party. The animals should startle or run off scaring the characters occasionally, creating a creepy mood.

Investigating the buildings, the characters will discover that the long lost civilization once lived and thrived on the planet 300 years earlier. The civilization was advanced and inside the buildings they left behind many books, video discs, computers and information about the previous civilization. While modern and advanced (the equivalent of a civilization like that on Earth in the year 2000) the buildings now all sit empty and their concrete is crumbling. The forest and plants are growing into and around all the overgrown buildings. Unless on the surface, one would never know there was a previous civilization on the planet. From the sky, one would never realize that a civilization once lived on the planet. Under the canopy of growth it is dark, and the crew may need to use flashlights.

After the characters explore the planet for a while and perhaps have some run-ins with near misses from crumbling buildings or startled animals, they have an unexpected and startling encounter. A shout of "DO NOT MOVE. YOU ARE NOW PRISONERS OF THE SONTARAN SPACE SERVICE. SONTAR-HA!" The party of players suddenly find themselves surrounded by a scout party of Sontaran soldiers. If the characters are armed, the Sontarans will disarm them, and if they put up a fight will stun the characters (as they can provide useful intelligence of the area). Once unarmed, the Sontarans will identify the group as "weak civilians" and question them. The Sontarans will only reveal that they are on a reconnaissance mission. An advanced force will follow them if needed unless they find what they need. If needed the players can realize that it is in their best interest to assist this small force of four Sontarans who are willing to deal with them rather than have to face a larger force which will discard them faster. The Sontarans will enlist the characters to help them look for a super weapon that is supposedly located on the planet. The Sontarans have recovered a space probe that gave information about life on the planet Qquinnen and after recovering the probe, their scientists died. Using the record of information on the probe (a similar civilization record as humanity sent to the stars aboard the voyager spacecraft). In turn the Sontarans have sent the recon

mission led by Commander Stite to investigate the planet and report back so that they may invade and take control of the weapon that attacked the Sontaran military scientists.

But things start to get a bit more complicated. Clearly the characters will not know of any weapon, and the Sontarans will strong arm them to assist with the search. The group will want to look for a government building to gain more information. But on the way, one of the Sontarans will start to get ill. It will vomit and collapse. The Sontarans will be helpless and threaten the characters to help their comrade. Players may be reluctant to do so, but if a character has medical skills they will realize that the Sontaran has been effected by a disease of some sort. More successful rolls allow the characters to realize that they are not themselves in danger, but the Sontarans are.

The group make their way to a government building to find out what happened to the native civilization. Along the way, a second Sontaran might succumb to the mysterious deadly illness. This will put the remaining alien soldiers on even greater edge. Finding the government records the group discovers what happened to society on the planet. A plague affected the planet and wiped it out. Records show that the whole planet was overcome with no apparent survivors within two months. The plague is apparently airborne and cannot be avoided. It turns out that this virus survived the space mission aboard the space probe and affected the Sontarans who discovered it.

But the Sontarans still want their victory. They will want to capture and deliver the TARDIS crew to their own medical teams to try to figure out why they are immune to the virus. At this time it is up to the crew to escape the aggressive Sontarans, who hope to capture them and take them for medical experimentation. The crew members must escape the Sontarans and either fight back (securing a weapon or making their own) or simply outlasting the Sontarans until they are overcome with the virus. If Commander Stite is able to contact the fleet in orbit, they will send a second team to try to capture the unaffected party, but after this not send anyone else due to the danger. The characters can prevent this communication or will face a second recon mission sent to capture them. The crew must deal or avoid the second set of Sontarans as well and figure out what is actually happening.

The characters will need to escape the threat of find themselves prisoners of the Sontarans. Characters with some time and skills in science and medicine can discover that the virus that affected the people of Qquinnen and the Sontarans actually mutates very slowly, and is harmless to nearly 99.9% of all species. But the Quinnen themselves were a race of genetically similar beings that had very little genetic variation. Once adapted the virus threatened the whole race (and does the same for any genetically similar races — such as the cloned Sontarans). As the virus mutated to affect and feed on the beings, all others with similar genetic markers (or all clones) found themselves immediately vulnerable. The virus would be seen as super weapon for the Rutans who are at war with the Sontarans (a possible sequel adventure). Moral characters will leave the planet and virus behind forever.



SONTARAN STATS

Stats for the Sontarans:

If using the FASA *Doctor Who* RPG: [Sontaran stats can be found on page 22 of the Game Operations Manual, and on pages 28-29 of A Sourcebook for Field Agents.](#)

If using the *Time Lord* RPG: [Sontaran stats can be found on pages 171-172 of the rule book.](#)

If using the *Doctor Who-Adventures in Time and Space* RPG: [Sontaran stats can be found on pages 107-108 of the 1st Edition core rule book's The Gamemaster's Guide, or page 122 of the 2nd Edition core rule book's The Gamemaster's Guide. Information can also be found in the Aliens and Creatures supplement on pages 76-80.](#)

GLITZ AND DIBBER: INTERGALACTIC SOLDIERS OF FORTUNE

by Neil Riebe



GLITZ AND DIBBER AS THEY APPEARED
IN PARTS 1-4 OF "THE TRIAL OF A TIME LORD"

"You know, Dibber, I am a product of a broken home."

"You've mentioned it on occasion, Mr. Glitz."

"Which sort of unbalanced me, made me selfish to the point where I can not stand competition."

"I know the feeling only too well, Mr. Glitz."

"Where as yours is a simple case of sociopathy, Mr. Dibber, my malaise is much more complex. A deep rooted maladjustment, my psychiatrist said, brought on by an infantile inability to come to terms with the more pertinent, concrete aspects of life."

"That sounds more like an insult than a diagnosis, Mr. Glitz."

"You're right there, me lad. Mind you I was tempted to kill him. I do hate prison psychiatrists!"

Scriptwriter Robert Holmes penned characters which were entertaining as well-rounded. Sabalom Glitz and his sidekick Dibber were no exception. They acted as a

real and present danger to the Doctor while providing comedy relief for the audience. They were mercenaries. Money motivated them. Yet they had a trace of empathy and some sense of fair play. When it came to trouble, they always managed to get into the thick of it.

With such a range of characteristics, Game Masters can easily weave Glitz and Dibber into a game as either friend or foe or as a plot device to hook the players into the story. For example, in "Attack of the Cybermen", how did the Cybermen get their hands on a time machine? The players can find out after they rescue Glitz and Dibber who are down in the conversion chamber getting prepped to be turned into Cybermen. "We were in the market for a new spacecraft. So we stopped at this dry dock on a backwater planet and took this bucket of spare parts out for a test run. We had no idea it was a time machine. Honest!"

Or the players could be on a quest to retrieve the Ring of Shaitan (for details see page 62 of FASA's *The Master* sourcebook). The ring must be found because it allows the wearer to summon one of the fearsome Daemons and no sooner they do a pair of suspicious, scruffy-looking interstellar insurance adjustors claim custody on behalf of their client. "We're from the Insure-all Insurance Company, jewelry division. That lovely bauble is stolen property. The rightful owner is Mrs. Nebula Em. I'm afraid we'll have to relieve you of that ring. We're sure you'll understand."

As the players unravel the truth of what Glitz and Dibber are doing and why they are doing it and who they are doing it for you will have a whole campaign unfold full of danger and laughs.

SABALOM GLITZ

	STR	END	DEX	CHA	MNT	INT
Level	IV	IV	IV	IV	IV	IV
Score	10	10	14	10	10	10
MAX OP END	20	WOUND HEAL 4		INACT SAVE 12 LEVEL III		
CURR OP END	20	FATIGUE HEAL 4		UNC THRESH 6 LEVEL II		



Combat Statistics: AP: 8

Armed Combat - Grenade
 Armed Combat - Blaster Pistol
 Armed Combat - Blaster Rifle
 Unarmed Combat - Brawling

- IV Social Sciences - Law
 - IV Space Sciences - Navigation
 - IV Streetwise
 - V Technology - Computer Systems

- III
 - IV
 - V
 - III

Skills - Level

Carousing
 Environmental Suit Operation
 Gambling
 Leadership
 Medical Science, Psychology
 Military Science - Ordinance Construction/Repair
 Military Science - Small Unit Tactics
 Military Science - Trap Ordinance/Disarmament
 Security Procedures - Concealment
 Security Procedures - Lockpicking
 Security Procedures - Stealth
 Security Procedures - Surveillance
 Social Sciences - Economics

- IV Verbal interaction - Bluffing
 - III Verbal interaction - Hagglng
 - III Verbal interaction - Scam

- V
 - V
 - IV

Appearance:

Height: Average
 Build: Stocky
 Looks: Average
 Apparent Age: Mature Adult
 Age: 47

Equipment: Assorted energy weapons, knives, grenades, light armor (2D6), a spacecraft named the *Nosferatu*.

If using the *Time Lord* RPG: (Stats found on pages 182-183, and 185 of the *Time Lord* RPG)

	STR	CONT	SIZE	WEIGHT	MOVE	KNOW	DET	AWAR
LEVEL	5	4	3	4	3	5	3	3

Skills - Level

Astrogation [Know] - 2
 Bargaining [Awar] - 3
 Brawling [Con] - 2
 Computing [Know] - 1
 Con [Awar] - 2
 Electronics [Know] - 1
 Engineering [Know] - 1

Explosive [Know] - 1
 Gambling [Awar] - 1
 Lockpicking and Safecracking [Con] - 1
 Marksmanship [Con] - 2
 Piloting [Move] - 1
 Running [Move] - 1
 Stealth [Con] - 2

Equipment:

Blasters (Wounds 6 on kill, 3 on stun)
 Grenades (Wounds 7)

Armor (Armour 5)
 Spacecraft named the *Nosferatu*

If using the *Doctor Who-Adventures in Time and Space* RPG:

	AWARENESS	COORDINATION	INGENUITY	PRESENCE	RESOLVE	STRENGTH
LEVEL	3	3	3	3	3	3

Skills - Level

Athletics	- 0	Knowledge	- 2	Subterfuge	- 3
Convince	- 2	Marksman	- 2	Survival	- 0
Craft	- 0	Medicine	- 0	Technology	- 2
Fighting	- 2	Science	- 0	Transport	- 3

Traits

Argumentative [minor bad]
Indominable [minor good]

Selfish [minor bad]
Tough [minor good]

Equipment

Blasters (damage L [4/L/L/])
Grenade (damage 8)
Knives (damage 4)

Light Armor (Armour 3)
Spacecraft named the *Nosferatu*



DIBBER

	STR	END	DEX	CHA	MNT	INT
Level	IV	V	IV	III	III	II
Score	13	20	14	6	6	3

MAX OP END	40	WOUND HEAL 5	INACT SAVE 12 LEVEL III
CURR OP END	40	FATIGUE HEAL 5	UNC THRESH 6 LEVEL II



Combat Statistics: AP: 8

Armed Combat - Combat Knife
Armed Combat - Grenade
Armed Combat - Blaster Pistol
Armed Combat - Blaster Rifle
Unarmed Combat - Brawling

- V Security Procedures - Concealment - IV
- IV Security Procedures - Lockpicking - IV
- V Security Procedures - Stealth - IV
- V Security Procedures - Surveillance - III
- V Streetwise - V

Skills - Level

Climbing - IV
Environmental Suit Operation - III
Gambling - III
Leadership - III
Military Science - Ordinance Construction/Repair - IV
Military Science - Small Unit Tactics - III
Military Science - Trap Ordinance/Disarmament - IV

Appearance:

Height: Average
Build: Slim
Looks: Average
Apparent Age: Young Adult
Age: 28

Equipment: Assorted energy weapons, knives, grenades.

If using the *Time Lord* RPG:

	STR	CONT	SIZE	WEIGHT	MOVE	KNOW	DET	AWAR
LEVEL	3	3	3	4	3	2	4	1

Skills - Level

Brawling [Con] - 2
Con [Awar] - 2
Explosive [Know] - 2
Gambling [Awar] - 1
Lockpicking and Safecracking [Con] - 2
Marksmanship [Con] - 2
Stealth [Con] - 2
Thrown Weapons [Con] - 2

Equipment:

Blasters (Wounds 6)
Grenades (Wounds 6)

Knives (Wounds 4)

If using the *Doctor Who-Adventures in Time and Space* RPG:

	AWARENESS	COORDINATION	INGENUITY	PRESENCE	RESOLVE	STRENGTH
LEVEL	2	3	2	2	4	3

Skills - Level

Athletics	- 0	Knowledge	- 1	Subterfuge	- 2
Convince	- 0	Marksman	- 3	Survival	- 0
Craft	- 0	Medicine	- 0	Technology	- 1
Fighting	- 3	Science	- 0	Transport	- 0

Traits

Impulsive [minor bad]	Quick Reflexes [minor good]
Outcast [minor bad]	Tough [minor good]

Equipment

Blasters	(damage L [4/L/L/])	Knives	(damage 4)
Grenade	(damage 8)		



MORE ON GLITZ AND DIBBER

Sabalom Glitz and his sidekick Dibber were first introduced in the first four parts of the *Doctor Who* story “The Trial of a Time Lord”, on the planet Ravolux (actually Earth) and encountering the Sixth Doctor and Peri. This appearance was the only time that we have seen Dibber on screen, so what happened to him is not exactly known. Sabalom Glitz later reappeared as a witness at the Doctor’s trial in the last two parts of “The Trial of a Time Lord” as well. Glitz then appeared in a second story, called “Dragonfire”. In this adventure he found himself on Iceworld, where he encountered the Seventh Doctor and Mel. Glitz’s ship the *Nosferatu* was impounded by authorities in that story. At the end of the adventure, Glitz found himself taking control of Iceworld itself, which turned out to be a spaceship (that he renamed the *Nosferatu 2*). In that story, Ace joined the Seventh Doctor in the TARDIS, and Mel joined Glitz in travelling the universe, promising to keep a eye on the somewhat reformed rogue.



THE VELIANAVI ARE PEACEFUL AND FRIENDLY DESPITE THEIR STRANGE APPEARANCE

MODULE: "GLITZ AND DIBBER'S RUNAWAY BOMB"

"Glitz and Dibber's Runaway Bomb" is a Doctor Who adventure module set on the planet Moli Veliane and the space station Terminus. This adventure has the TARDIS crew land to replenish the TARDIS pantry, only to have more problems than they expect. This adventure module can be run with either the Tenth Doctor and Donna or another group of time travelling characters.

INTRO

This adventure features Glitz and Dibber as protagonists. As the game unfolds they may become reluctant allies, depending upon how the players interact with them. The scenario was first based on FASA's *Doctor Who* role-playing game, but has been adapted for use in all three *Doctor Who* RPG systems.

ACT I - A FRIEND FALLS ILL

The players are on the planet Moli Veliane to restock their TARDIS pantry. The dominant life form is a plant species called the Velianavi. They resemble a cabbage with vines for limbs. They walk on three sturdy stalks.

A Velianavi scientist named Frellif cultivates fresh produce for the players in exchange for spare electrical components and gadgets which she uses in her experiments. She communicates through a vocoder of her own design. Oddly, the artificial voice the vocoder emits sounds like the voice of Hammer Horror actress Barbara Shelley. You can read about the Frellif and her world on pages 7, 8, and 16 of FASA's *The Dalek sourcebook*.

Meanwhile, as they enjoy a meal with her, one of the player's characters feels fatigued and achy, as if coming down with the flu. The character turns pale and sweaty, and faints. Players must make medical diagnosis rolls ([FASA roll Pathology at difficulty V or General Medicine at difficulty VI](#), [Time Lord roll Knowledge plus Medine at difficulty 6](#), [DWAITS roll Ingenuity plus Medicine at difficulty 18](#)). TARDIS medical facilities will reduce difficulty by 2 levels. A successful roll diagnoses the patient contracted Lazar's Disease.

The disease has gone undetected on Moli Veliane due to the fact Lazar's infects animal life, not plant. The Time Lords in the group know that the Doctor's companion Nyssa had created a cure. They must take their sick comrade to Terminus Space Station for treatment.

ACT II - PHONY INSPECTORS

Nyssa has turned Terminus into a free clinic for sufferers of Lazar's Disease. By the time the TARDIS arrives, the sick character is bed ridden with lesions on the skin. Nyssa gladly administers Hydromel B to the ailing character. Hydromel B is the modified version of the ineffective anti-radiation serum provided by Terminus Incorporated. This is the cure Nyssa had synthesized since the events of the *Doctor Who* episode "Terminus". Hydromel B acts as the delivery system of the radiation that cures Lazar's disease (meaning that the radiation originally delivered by Terminus' engines is not directly needed any longer). Hydromel B also acts as an inhibitor that protects the rest of the body from radiation damage for those that use the serum.

After a two hour's rest, the character is fit to leave. While the players say their goodbyes to Nyssa, two Federation inspectors in strange uniforms report to her. They wear the official blue and silver-plated badge and have the words "SAFETY INSPECTOR" emblazoned on their backs in white letters.

One of them is heavyset with curly hair. The nameplate above his badge identifies him as "Franz." The other is more athletic with close cropped hair. His nameplate says "Hans." Neither of them seems to bother much with shaving.

"You run a tight ship here, Miss," says Franz, the heavyset one. "All the bulkheads are airtight. No exposed wires. No leaky pipes. A-1 all the way. We'll be going now."

Nyssa appears puzzled. "You're done already? You've only been here an hour."

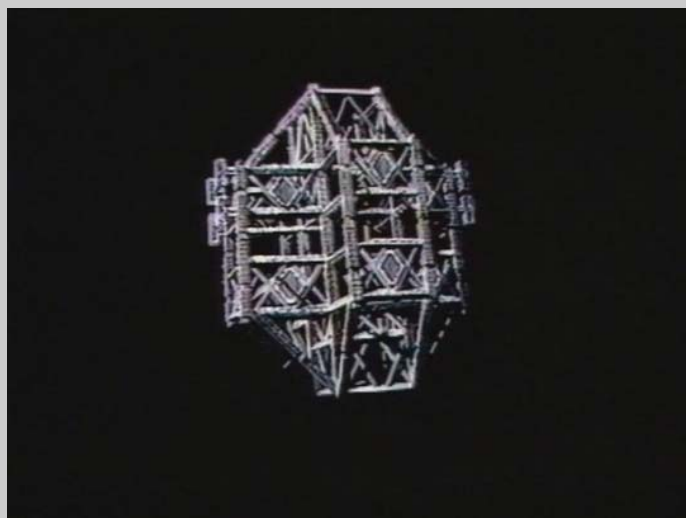
"Uh, yeah," says Hans, waving his scanner. "We got these new scanners. Wide spectrum stuff. Goes right through walls. You can pretty much scan half the station standing in one place. Really neat."

Players with engineering skills can make a roll ([FASA Civil, Electrical, or Mechanical Engineering roll against Difficulty III](#), [Time Lord roll Knowledge plus Engineering Difficulty 4](#), [DWAITS roll Ingenuity plus Technology Difficulty 12](#)).

Players with skill in History may also roll ([FASA History, Galactic roll against Difficulty Level IV](#), [Time Lord Knowledge plus History Difficulty 15](#), [DWAITS Ingenuity plus Knowledge Difficulty 15](#)).

All others players should roll their Intuition or Awareness rolls ([FASA Difficulty Level V and apply -2 to the Task Entry Line on the Interaction Matrix](#), [Time Lord Difficulty 6](#), [DWAITS Difficulty 18](#)).

The players with engineering skills who succeed will realize it is impossible to inspect a station this large in an hour. The players who roll successfully with their history or knowledge skills realize no such technology exists yet. Everyone else relying on their intuition who roll successfully realizes Franz and Hans are lying. These two men are not inspectors. They must be stopped!



THE TARDIS TRAVELS TO TERMINUS FOR A CURE



NYSSA IS IN CHARGE OF TERMINUS' MEDICAL OPERATIONS



NYSSA HAS REFINED AND CREATED THE HYDROMEL B CURE

MOBILE BOMB

Stats for the Mobile Bomb:

If using the FASA *Doctor Who* RPG:

<u>STR</u>	<u>END</u>	<u>DEX</u>	<u>CHA</u>	<u>MNT</u>	<u>INT</u>
V	III	V	N/A	III	I

Max Op End: 12 points **AP:** 9

Skills: Armed Combat-Stun Whip - V, Security Procedures-Concealment - III, Security Procedures-Stealth - V, Security Procedures-Surveillance - III

Weapons: Stun Whip (30 points stun damage)

If using the *Time Lord* RPG:

<u>STRENGTH</u>	<u>CONTROL</u>	<u>SIZE</u>	<u>WEIGHT</u>	<u>MOVE</u>
4	4	6	1	3
<u>KNOWLEDGE</u>	<u>DETERMINATION</u>	<u>AWARENESS</u>		
2	2	1		

Wounds: 8

Skills: Marksman [Con] - 2, Stealth [Con] - 3

Weapons: Stun Whip - stuns

If using the *Doctor Who-Adventures in Time and Space* RPG:

<u>AWARENESS</u>	<u>COORDINATION</u>	<u>INGENUITY</u>
1	4	2
<u>PRESENCE</u>	<u>RESOLVE</u>	<u>STRENGTH</u>
N/A	2	4

Wounds: All stats must go to 1, before disabled.

Skills: Athletics - 0, Convince - 0, Fighting - 0, Knowledge - 0, Marksman - 3, Medicine - 0, Science - 0, Subterfuge - 3, Technology - 0, Transport - 0.

Traits: None

Weapons: Stun (knockout damage)

Story Points: 2



SAFETY INSPECTORS ARE CHECKING THE STATION

Franz and Hans hustle out the bulkhead door. The players will have to physically restrain them. However, Franz and Hans will run if anyone approaches. Clever players can suggest to Nyssa she should seal the bulkheads to prevent the two men from escaping, but they will need to run to the control room to do it. Roll Strength, using the strongest character's attribute (**FASA Difficulty IV**, **Time Lord Difficulty 5**, **DWAITS Difficulty 15**). Success will allow the players to reach the center before the phony inspectors reach their ship and seal the bulkheads. Otherwise, the players will need to use force and Franz and Hans will retaliate. Use the combat stats for Glitz and Dibber for Franz and Hans, respectively. It is the Game Master's option on how much force Franz and Hans use and what weapons they are carrying.

If they capture the phony inspectors, role play the interrogation. Use skill rolls for dramatic purposes but they are not needed. The two men are more interested in staying alive and will divulge whatever information the players want.

Franz and Hans are in fact Sabalom Glitz and Dibber. The Company hired them to blow up Terminus space station because Nyssa's free clinic is cutting into their profits. They want to sell Hydromel B, not have it given away. The players will find several vials of the serum in Glitz's pocket.

Glitz and Dibber planted a mobile bomb aboard the station. A mobile bomb is a robot bomb in the shape and size of a hockey puck. It has four spidery legs and an array of sensors. If it detects someone is approaching, it will find a new hiding place. It is armed with a whip-like tendrill which lashes out of its back for self defense. The tendrill is five feet long. It delivers (**FASA 30 points of stun damage**, **Time Lord stunned with recovery only after 5 turns** (taking

about 10 minutes), **DWAITS** stun/knocked out for 10 minutes) and can make up to two attacks per turn while stationary. Shooting it will only cause the charge to explode. The players must get their hands on the mobile bomb to deactivate it.

Terminus is equipped with a full range of electrical equipment. Clever players with Ordinance Construction\Repair and Cybernetic skills could create a robot stunner. *Doctor Who* experts may want to ask Nyssa if she has any cybernetic assistants of her own which could withstand the tendril shock (Hint--the Garm!). Players may attempt to destroy the tendril as it lashes out (roll weapon skill against (FASA Difficulty VII, Time Lord Difficulty 9, **DWAITS** Difficulty 27)) or try to grab it in such a way so it cannot lash out (FASA roll Dexterity against difficulty VI, Time Lord roll Control against Difficulty 7, **DWAITS** roll Coordination against difficulty 21). Use these examples as guidelines for judging the player's actions.

The players will no doubt come up with their own ideas.

ACT III - FIND THE BOMB!

First, before deactivating the mobile bomb, the players must find it! As Glitz and Dibber stated, the bomb will run if anyone approaches it. The bomb is set to explode in 30 minutes. Terminus is a city-sized space station. It is filled with deep shafts, catwalks, and dark shadows. A bric-a-brac of gauges and piping covers the walls, providing ample cover for the bomb to blend in with its surroundings.

Before we go any further, one question a Game Master may have is, what happens if Glitz and Dibber got away? In that case, the players will not know about the bomb and they will be destroyed, unless the Game Master wants to contrive a reason for them to become aware of it. Otherwise, it is crucial for the players to be on their toes, take the hint given by Nyssa's surprise and use their wits to the utmost to capture Glitz and Dibber. This is a game, after all. The risk of failure is what injects the excitement. Or, as the Black Guardian would say, "You have skills. Use them!"

Glitz and Dibber take the players to the power core, which was formerly the station's "forbidden zone," and tell the players where they placed the bomb. Glitz reminds the players the mobile bomb will run if it detects them. This is a hint to use stealth. The players must state their sneaking up on the bomb. If they do not, they will hear it scuttle away as soon as they enter the power core chamber.

Where does the bomb go? The power core is enormous. It can be accessed by a score of rooms and crawlspaces. The players should deduce its going to run to where it will do the most damage. Engineering skills will help determine the correct location. You will not need an elaborate map. If a player asks, "May I make a die roll with my engineering to figure out X, Y, or Z," give them a difficulty number. If they succeed, make up a location. "You know exactly where to go. The bomb would run to the pressure valves." The players can find out from Nyssa where the valves are and away they go.



DIBBER AND GLITZ ENCOUNTER THE GARM

THE GARM

Stats for the Garm:

If using the FASA *Doctor Who* RPG:

<u>STR</u>	<u>END</u>	<u>DEX</u>	<u>CHA</u>	<u>MNT</u>	<u>INT</u>
VII	VII	III	II	III	II

Max Op End: 80 points **AP:** 6

If using the *Time Lord* RPG:

<u>STRENGTH</u>	<u>CONTROL</u>	<u>SIZE</u>	<u>WEIGHT</u>	<u>MOVE</u>
3	1	3	4	2
<u>KNOWLEDGE</u>	<u>DETERMINATION</u>	<u>AWARENESS</u>		
4	3	2		

Wounds: 40

If using the *Doctor Who-Adventures in Time and Space* RPG:

<u>AWARENESS</u>	<u>COORDINATION</u>	<u>INGENUITY</u>
1	2	2
<u>PRESENCE</u>	<u>RESOLVE</u>	<u>STRENGTH</u>
1	6	6

Wounds: Standard

Skills: Athletics - 2, Convince - 0, Fighting - 2, Knowledge - 0, Marksman - 0, Medicine - 1, Science - 0, Subterfuge - 0, Technology - 0, Transport - 0.

Traits: Alien Appearance [minor], Immunity to Radiation [special]

Story Points: 4



Surveillance will allow the players to see the bomb before the bomb sees them, which will set the stage for the players to try to sneak up on it again. Expect the players to figure out which skills to use. Provide only hints. The thrill of the chase will come if they have to figure out on their own how to capture the bomb.

Once caught, a strong pair of hands will be needed to hold the bomb still. No strength rolls will be required if the Garm holds it. To deactivate the bomb, (FASA roll **Trap Disarmament** against **Difficulty Level II**, **Time Lord** roll **Knowledge** plus **Explosives Difficulty 3**, **DWAITS** roll **Ingenuity** plus **Technology Difficulty 9**). You read correctly. It is about as easy as flipping a switch.

But the adventure doesn't end there...

ACT IV - ROBOT ASSAULT

Deactivating the mobile bomb sets off its mayday signal. A red light on the mobile bomb's back indicates the signal is transmitting.

Glitz and Dibber sigh and deliver the bad news. "You know the fresh water delivery we dropped off in your hold, Miss?" Glitz says to Nyssa. "There's no water in the tanks. Just the mobile bomb's backup 'bots."

Glitz and Dibber dropped off a small army of robot soldiers as a Plan B in case the mobile bomb had been deactivated. They are programmed to kill all organic life forms aboard the station. The robots will not obey Glitz and Dibber because they failed to program the robots to obey them. They assumed they would not be aboard the station.

The hold containing the water tanks is a stadium-size chamber. The corridor leading to the chamber is twenty-five feet wide, twelve feet high, and thirty feet long. It is designed for loading vehicles like forklifts. There is a junction at the end of the corridor which is fifty feet by fifty feet. Standard-size corridors branch off from the junction. The junction's floor is a lift which can rise up to the other floors. All sorts of barrels and metal crates are on hand to build makeshift fortifications.

Allow the players to describe how they will set up their defense. Glitz and Dibber have plenty of weapons aboard their ship. What they have is the Game Master's pleasure. Adjust the number of robots and their firepower as you see fit.

This is a chance for the players to enjoy a *Star Wars*-style shoot out, or *Aliens* style if you want the robots bursting through service hatches and ventilation covers. Glitz, Dibber, the Garm, and Nyssa can be used to back up the players. Nyssa will be especially useful [especially if you are using her stats from issue #11 of this magazine]. It is the Game Master's option to make the Vanir, Terminus's "baggage handlers", available to the players. These unremarkable fellows will not have much in abilities, basic human ratings at best.

The danger is over once the robots are destroyed. Glitz and Dibber tell Nyssa they need not part with hard feelings. "We can go



THE ROBOT SOLDIERS INVADE THE STATION

ROBOT SOLDIERS

Stats for the Robot Soldiers:

If using the FASA *Doctor Who* RPG:

<u>STR</u>	<u>END</u>	<u>DEX</u>	<u>CHA</u>	<u>MNT</u>	<u>INT</u>
V	V	IV	I	III	I

Max Op End: 30 points **AP:** 7

Skills: Armed Combat-(GM Choice) - IV, Unarmed Combat-Brawling - IV

Weapons: (GM Choice)

If using the *Time Lord* RPG:

<u>STRENGTH</u>	<u>CONTROL</u>	<u>SIZE</u>	<u>WEIGHT</u>	<u>MOVE</u>
4	3	3	4	3

<u>KNOWLEDGE</u>	<u>DETERMINATION</u>	<u>AWARENESS</u>
2	4	1

Wounds: 16

Skills: Brawling [Con] - 2, Marksmanship {Con} - 2

Weapons: (GM Choice)

If using the *Doctor Who-Adventures in Time and Space* RPG:

<u>AWARENESS</u>	<u>COORDINATION</u>	<u>INGENUITY</u>
1	3	2

<u>PRESENCE</u>	<u>RESOLVE</u>	<u>STRENGTH</u>
1	4	4

Wounds: Standard

Skills: Athletics - 0, Convince - 0, Fighting - 2, Knowledge - 0, Marksman - 2, Medicine - 0, Science - 0, Subterfuge - 0, Technology - 0, Transport - 0.

Traits: robot [special]

Weapons: (GM Choice)

Story Points: 1

Weapons: GMs can choose any weapons for the robots, and a variety of different threats makes the adventure exciting.

into business together. You produce Hydromel B and we'll act as your distributors. After all, dear girl, you're entitled a little profit for your hard work. As they say on Ravalox—I mean Earth—don't muzzle the ox that treads the grain."

EPILOGUE

It's up to the players if they want to stick around for this wheeling and dealing. From this point, they may bid farewell and travel toward their next adventure, unless they want to strike a deal with Glitz and Dibber themselves.

As the adventure ends, the characters can say farewell to the group, or if playing the Doctor and company enjoy some time with Nyssa in a much less stressful environment.



DIBBER AND GLITZ HELP DEFEND THE PARTY

MORE ADVENTURE SEEDS FOR GLITZ AND DIBBER

Game Masters may look for a few other adventures in which they can drop in Glitz and Dibber as NPCs, so here is a small selection of adventure seeds that can be used for modules.

"GRAB FOR THE GROTZITS" - Glitz and Dibber find themselves hired for a bank robbery. It seems that all will go well with the mission, but once they get through the bank security and into the vault, they find it already robbed. The pair are caught and framed for the heist (that they hoped to do but actually did not). The TARDIS crew arrive and need to defend the pair in court, and then help them catch up with whomever framed them for the robbery. It turns out that the robbery was committed by the wife of the man who hired the pair. In a spat about talent and abilities with her husband (who insisted that his wife did not have the skills to "arrange a job" as he could), the wife set up a job to get the money before his crew could. Glitz and Dibber can expose the plot with the help of the TARDIS crew, but the pair might just want a "little compensation" for all the troubles they have gone through.

"ANOTHER DEAL GONE WRONG" - The characters land on a planet and discover themselves welcomed by the natives of the world they have landed on. They are cheered and treated as kings, as the natives serve them food, give them comfort, and treat them royally. When pressed on why they are treated so well, the natives will tell the characters to simply "relax there is time for business later". After a day of being treated beyond well, the chief of the natives will arrive and announce now it is time for business. The chief will ask the group where the weapons and arms that the characters are supposed to deliver are. The TARDIS crew will be caught unaware, but are expected to give the group many guns and ammunition. The chief will explain that the weapons are needed to stop the other nearby native tribe from claiming the fishing rights of the nearby shoal. The characters will discover that a pair of other space travelers (Glitz and Dibber) came to the tribe and made a deal to deliver advanced weapons to them. The pair took the tribe's collected gold and arranged to send their associates with the weapons that were promised shortly after. Characters will realize this was a con, and will have to talk their way out of their situation (as they do not have the promised arms). Clever characters will realize that they can catch up to the pair of con artists to set things right, by visiting the other native tribe. Travelling to the other tribe, the characters encounter Glitz and Dibber working the same con with the other tribe (Collecting the payment with a promise to deliver advanced weapons soon after). The characters can confront the pair, and will find themselves in a bit of a quandary as the natives want the arms and trust the con artists. Further complication happens as the original native tribe arrives also looking for the pair. The characters can create peace by uniting the tribes against the con artists and making the tribes realize that unity against space visitors wanting their wealth is more important than war with one another.



GLITZ AND DIBBER ALWAYS GET INTO TROUBLE



DOCTOR WHO GAMING WITH MINIATURES

Over a number of previous issues this fanzine has taken a look at the use of miniatures for *Doctor Who* role-playing. Numerous companies have made miniatures suitable for use for RPG or miniatures play but the real question at hand is if miniature use fits into your campaign. This article takes a look at if using miniatures may be right for your *Doctor Who* role-playing group.

Miniatures are particularly useful in games where the Game Master can be helped by the three dimensional visuals of the game board. If the GM shies away from descriptions of where characters and villains are located in a room, or if they rarely use drawn out maps, the use of miniatures can enhance a game by helping the players understand where the characters are standing and in what locations things are found. This is particularly useful in games where distances and exact movement or positioning is important to the plot. An example of this might be if there are traps located in certain squares or hidden items to be found, and the GM needs an exact representation for where characters move. The use of miniatures is particularly effective for such a situation.

Another use of minis is to describe combat situations or other dramatic encounters where the positioning of characters is key to how the narrative unfolds. In combat, knowing who can see who, and understanding exactly where one can go to take cover or get away is key to making good decisions. Miniatures give an excellent representation for such situations. This is why games in which positioning for combat is so important (such as 4th Edition *Dungeons & Dragons*) use miniatures and grids for their game play. Miniatures are perhaps best suited for combat situations and it is no surprise that *Doctor Who* wargames such as *Doctor Who: Invasion Earth* and the fan-made *Doctor Who Miniatures Game* have made better use of the miniatures than most role-players ever have. But of course, the focus of those games is more on combat than most Whovian RPGs. Still minis are a great inclusion for role-playing games that do feature combat or important movement in conflict. Game Masters who are poor at describing combat situations for their players will benefit from the use of miniatures in their games. There is of course a trade off, as the use of miniatures and the turn-by-turn play of the characters in combat will surely slow the average RPG down.

Another consideration for the use of miniatures is not only to assist the Game Master but sometimes it is the players that benefit from their use. Some players are not always as good at using their "mind's eye" to picture the story of the adventure module as it unfolds. We have been at plenty of games where the players could not come to a consensus of how they thought the adventure was unfolding. Some simply

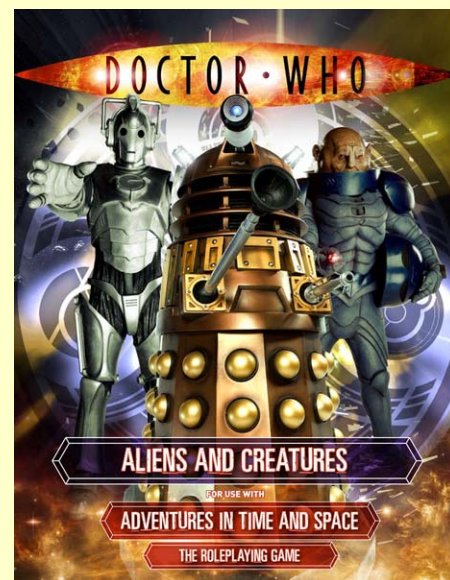
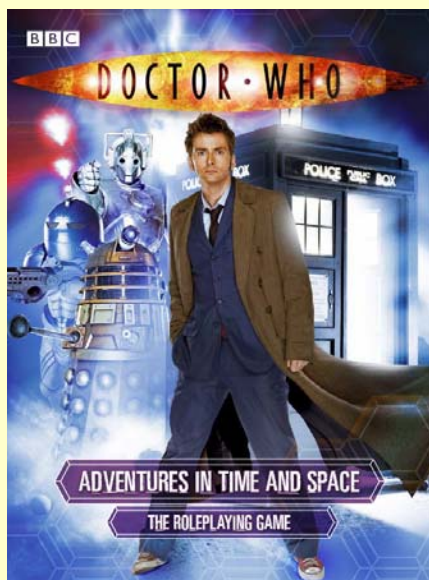
did not picture things the same way that the others thought that the setting was presented. There were misunderstandings in-game because the details of an adventure were imagined differently by the players. While this is sometimes a strength in the entertainment element of role-playing games, as each player sees a vivid and interesting version of how they expect the world to be, it can sometimes cause misunderstandings that prevent even game play. If the players need more consensus as to how the adventure is happening, the use of miniatures sometimes provides this commonality and allows for smoother play.

Miniatures are also excellent to use for players that see things better in three dimensions, rather than two. Standard paper mapping has been the norm in role-playing games for decades. Many players have also used chalk boards, or the more modern white boards, for mapping their games. But role-playing games grew out of wargames such as *Chainmail*, and the use of miniatures to represent the locations of the characters goes right back to the origin of RPGs. It is interesting that role-playing games started with miniatures and then drifted towards the use of paper to represent the course of play. Eventually, the imagination took over more of the setting. Sometimes the use of miniatures is a better player aid for some at the table, especially when comparing the size of some of the monsters or the distances between locations. This ability to show size differences is particularly useful in three dimensions when height difference between objects or places is significant. In some *Doctor Who* RPGs, the use of miniatures may help some of the players understand the situation more successfully. Miniatures are a great resource if some of the players need assistance in visualizing the situation of their character.

Whether or not the use of miniatures is appropriate in your own *Doctor Who* role-playing game is really up to the Game Master and the players. To be most effective, miniatures work best when painted, and when supported by additional maps and terrain for use with them. This requires significant planning time, construction time, or cost, and means that preparing for a game with miniatures simply takes more time and effort than those without. But even with this “preparation barrier”, the payoff when miniatures are used in a well prepared setting is a rather immersive and engaging game. Players get excited when a Game Master has done a lot of work to give them a new experience and this usually makes for a more interesting game overall. This increased level of interest should not be discounted and is a great way to energize a game once in a while.

Using miniatures can be a new way to make your *Doctor Who* role-playing game of interest to your players. However, miniatures alone will not create exciting and interesting game play. Only a well prepared adventure module will.





THE FOLLOWING EDITIONS ARE ALL CROSS REFERENCED IN THIS GUIDE

DWAITS TRAITS QUICK REFERENCE GUIDE

In an effort to give Game Masters and players a handy guide to the full list of Traits used in the *Doctor Who-Adventures in Time and Space* RPG, we present a quick reference guide to be used mid-game to help GMs adjudicate actions quickly. As one has more time to look up things in the rule books when creating characters, point costs are not given here for use during character creation.

We have organized all the traits alphabetically. [In brackets we have identified if the trait is first an alien trait (meaning only characters that have bought the trait “Alien” can also have this trait). Then we identify if the trait is good or bad, and then if the trait is minor, major, or special.]

In italics, the chart then identifies where in the rule books information on that trait can be found. The shorthand guide works with a leading one (1) meaning the 1st (David Tennant—10th Doctor) Edition of the game or a two (2) meaning the 2nd (Matt Smith—11th Doctor) Edition. The initials of the book are then given with “GG” meaning the *The Gamemaster’s Guide*; “PG” meaning *The Players Guide*, and “AC” meaning the *Aliens and Creatures* supplement. After this code, the page number(s) that the trait can be found in is given for easy reference. We have color coded this information to aid in quick reference.

After this we have given a one line (occasionally longer) quick reference description of the trait’s effect to help GMs quickly access this information in game.

Presented here is the full list of DWAITS Traits in a quick reference guide:

ADDITIONAL LIMBS [alien good minor] *1GG p. 111; 2GG p. 127; AC pp. 98-99*
+2 to speed (if Legs); no penalty for first additional action (if Arms)

ADVERSARY [bad minor/major] *1GG p. 14; 1PG p. 28; 2GG p. 17; 2PG p. 30*
Enemy will try to hinder the character

ALIEN [good special] *1GG p. 18; 1PG p. 36; 2GG pp. 22-23; 2PG p. 40; AC p. 98*
Allows Attributes over level 6 (the human maximum); Gateway to other “Alien” traits

ALIEN APPEARANCE [alien bad minor/major] *1GG pp. 18-19, 111-112; 2GG pp. 23, 127-128; 2PG p. 40; AC p. 99*
-2 on social rolls (if Minor); -4 on social rolls (if Major)

ALIEN ORGANS [alien good minor/special] *AC p. 99*

-2 on damage, organs in different location in body (Minor); -2 on damage, organs are not within the body, and creature may not die unless organs are found elsewhere (Special)

ALIEN SENSES [alien good minor] *1GG p. 112; 2GG p. 128; AC pp. 99-100*

+4 to Awareness rolls (using that sense)

ARMOUR [alien good minor/major/special] *1GG p. 112; 2GG pp. 128-129; AC p. 100*

-5 on damage (Minor); -10 on damage (Major); -15 or more on damage, variable (additional -5 per level) (Special)

AMNESIA [bad minor/major] *1GG p. 14; 1PG p. 28; 2GG p. 17; 2PG pp. 30-31*

Character has lost part of their memory [days, weeks or years] (Minor), Character has no memory of past (Major)

ANIMAL FRIENDSHIP [good minor] *1GG p. 11; 1PG p. 21; 2GG p. 14; 2PG p. 23*

+2 to presence + convince roll for animals

ARGUMENTATIVE [bad minor] *1GG p. 14; 1PG pp. 28-29; 2GG pp. 17-18; 2PG p. 31*

Will argue their point of view, even if life is in danger

ATTRACTIVE [good minor] *1GG p. 11; 1PG p. 21; 2GG p. 14; 2PG p. 23*

+2 bonus to rolls that involve good looks

AURA [alien good minor] *AC pp. 100-101*

Project aura of feeling (Resolve + Strength +2) that can be resisted by Resolve + Strength

BOFFIN [good major] *1GG p. 12; 1PG p. 21; 2GG p. 14; 2PG p. 23*

Can create gadgets (see Jiggery Pokery mechanic: 1GG p. 68; 2GG p. 77) Ingenuity + Technology, then spend story points to make gadget. Difficulty usually 15 but can vary per GM.

BRAVE [good minor] *1GG p. 12; 1PG p. 21; 2GG p. 14; 2PG p. 24*

+2 to Resolve rolls when showing courage

BURROWING [Alien good minor] *AC p. 101*

Can generally move underground at half regular speed, GM discretion on speed or ability in different terrain types.

BY THE BOOK [bad minor] *1GG pp. 14-15; 1PG p. 29; 2GG p. 18; 2PG p. 31*

Stickler for rules, can resist a convince roll with Ingenuity + Resolve +2. Also resist against Hypnosis or possession.

CHARMING [good minor] *1GG p. 12; 1PG p. 22; 2GG p. 14; 2PG p. 24*

+2 bonus when using charm

CLAIRVOYANCE [good special] *1GG p. 19; 1PG p. 36; 2GG p. 23; 2PG p. 41*

See other locations without being there. Costs story point to activate. Resolve score determines range and duration [see chart in book]. Resolve + Awareness used to see distant locations. Can be resisted by those with Psychic training.

CLIMBING [alien good minor/major] *1GG pp. 112-113; 2GG p. 129; AC p. 101*

Climbing (Coordination + Athletics) +4 except glass and smooth surfaces (Minor); +4 all surfaces (Major)

CLUMSY [bad minor] *1GG p. 15; 1PG p. 29; 2GG p. 18; 2PG p. 31*

In times of stress and chases, roll Awareness + Coordination to avoid accident (ex. Tripping, dropping vial, etc.)

CODE OF CONDUCT [bad minor/major] *1GG p. 15; 1PG p. 29; 2GG p. 18; 2PG p. 32*

Character tries to do good at most times (Minor); Character's code limits their actions (Major); failure to do so can result in loss of some (or all) story points.

COWARDLY [bad minor] *1GG p. 15; 1PG pp. 29-30; 2GG p. 18; 2PG p. 32*

-2 to rolls to prevent running away and screaming in "Getting scared" rolls of Resolve + Ingenuity (1GG p. 51; 1 PG p. 70; 2GG p. 56; 2 PG p. 74)

CYBORG [good special] *1GG p. 19; 1PG pp. 36-37; 2GG p. 24; 2PG p. 41*

Body part(s) replaced by machinery, allows character to have a permanent gadget

DARK SECRET [bad minor/major] *1GG p. 15; 1PG p. 30; 2GG p. 18; 2PG pp. 32-33*

Secret would change people's attitude towards character (Minor); Secret would cause hostile reaction (Major)

DEPENDENCY [bad minor/major] *1GG p. 15; 1PG p. 30; 2GG p. 18; 2PG p. 33*

Character has a need that may require a -2 on some rolls (Minor); need that may require -4 on some rolls (Major)

DISTINCTIVE [bad minor] *1GG p. 15; 1PG pp. 30-31; 2GG p. 19; 2PG p. 33*

-2 to blend in, or +2 for others to remember or recognize character

ECCENTRIC [bad minor/major] *1GG pp. 15-16; 1PG p. 31; 2GG p. 19; 2PG p. 34*

Character acts in an unusual way in certain circumstances; failing to do so can result in not getting story points.

EMPATHIC [good major] *1GG p. 12; 1PG p. 22; 2GG p. 15; 2PG p. 24*

+2 to rolls to empathize or "read" another person (ex. Presence + Convince to reassure person, or Awareness + Ingenuity to see if someone is lying)

ENSLAVED [alien bad major] *1GG p. 113; 2GG p. 129; AC p. 101*

-2 on social rolls (Presence or Resolve) due to being from a race perceived as subserviant

ENVIRONMENTAL [alien good minor/major] *1GG p. 113; 2GG p. 129; AC p. 102*

Suffers no negative effects in certain extreme environments (Minor); no effect in any environment (Major)

EXPERIENCED [good special] *1GG p. 19; 1PG p. 37; 2GG p. 24; 2PG p. 42*

In character creation, gets 2 more character points and 2 Skill Points (at a cost of 3 story points)

FACE IN THE CROWD [good minor] *1GG p. 12; 1PG p. 22; 2GG p. 15; 2PG p. 24*

+2 to any subterfuge roll to not be noticed

FAST [alien good minor/major] *AC p. 102*

Speed (Coordination) multiplied by 1.5 (Minor); Speed (Coordination) multiplied by 2 (Major)

FAST HEALING [good major/special] *1GG p. 12,20; 1PG pp. 22-23, 37; 2GG p. 15, 24; 2PG pp. 24-25,42*

Recover 1 Attribute point due to injury per hour (Good); Recover 1 Attribute point due to injury per minute (Special)

FEAR FACTOR [alien good minor/special] *1GG p. 20, 113; 2GG p. 24, 130; 2PG p. 42; AC p. 102*

+2 to rolls when trying to scare people (Resolve + Ingenuity) (1GG p. 51; 1 PG p. 70; 2GG p. 56; 2 PG p. 74)

FEEL THE TURN OF THE UNIVERSE [good special] *1GG p. 20; 1PG p. 37; 2GG p. 24; 2PG p. 42*

+2 to Awareness rolls, +2 to Ingenuity rolls, realizing something is not exactly right

FLIGHT [alien good minor/major] *1GG pp. 113-114; 2GG p. 130; AC p. 102*

Can hover or float at speed half of Coordination and up to 100 meters (Minor); Can fly at speed three times of Coordination and above 100 meters, may need to make Awareness and Coordination checks to avoid objects (Major)

FORGETFUL [bad minor] *1GG p. 16; 1PG p. 31; 2GG p. 19; 2PG p. 34*

-2 to Ingenuity rolls or -2 to Resolve rolls when needing to remember something vital

FRENZY [alien bad minor] *AC p. 103*

Resist Difficulty 12 + (amount of damage taken), or go into a maddening rage, attacking object of pain.

FRIENDS [good minor/major] *1GG p. 12; 1PG p.23; 2GG p. 15; 2PG p. 25*

Have person to contact for reliable source of information (Minor); Have a more reliable and accurate source of information (like UNIT or Torchwood) (Major)

GADGET [alien good minor/major/special] *1GG p. 114; 2GG p. 76-77, 130; AC p. 103*

Inbuilt gadget.

HUGE [alien good minor/major] *AC p. 105*

Strength +2, Speed +1, To be Hit +2, To be Seen +4 (Minor); Strength +4, Speed +2, To be Hit +4, To be Seen +8 (Major)

HYPNOSIS [good minor/major/special] *1GG p. 12, 20 ; 1PG p. 24, 37; 2GG p. 15, 24; 2PG p. 26, 42*

+2 to social interaction to calm someone down or make them do what you want (Resolve + Convince). Target can resist (Resolve + (either Ingenuity or Strength)) or spend story points. (Minor); Can make subject do anything you want, except if intrinsically against their nature then they resist with +3 bonus (Major); Possess a person (Special)

IMMATERIAL [alien bad special] *AC p. 103*

No physical form and cannot interact with physical objects (unless also have telekinesis trait)

IMMORTAL [alien good major/special] *1GG pp. 20-21, 114; 1PG pp. 37-38; 2GG pp. 24-25; 2PG pp. 42-43; AC pp. 103-104*

Character never gets old (Major); Character returns from the dead (Special)

IMMUNITY [alien good major] *1GG p. 114; 2GG p. 130; AC p. 104*

Immune to defined item (ex. bullets, acid, mind control, poison)

IMPAIRED SENSES [bad minor/major] *1GG p. 16; 1PG pp. 31-32; 2GG p. 19; 2PG p. 34*

Use glasses or hearing aid (-2 on Awareness rolls without them), or other senses dulled (Minor), Complete loss of sense (such as blindness or deafness) (Major)

IMPULSIVE [bad minor] *1GG p. 16; 1PG p. 32; 2GG p. 19; 2PG p. 35*

acts before thinking things through, -2 to ingenuity or Resolve to resist urge to be impulsive

INDOMITABLE [good major] *1GG p. 12; 1PG p. 24; 2GG p. 15; 2PG p. 26*

+4 bonus to resist possession, hypnotism, or psychically controlled

INEXPERIENCED [bad special] *1GG p. 21; 1PG p. 38; 2GG p. 25; 2PG p. 43*

In character creation, get 3 story points (at cost of 2 Character points and 2 Skill Points)

INFECTION [alien good major] *AC pp. 104-105*

1. Transmitted disease that if scratched, bitten, etc. requires a save of Resolve + Strength (against Resolve + Strength of alien to prevent infection of disease; 2) As with the previous, but results in possession by alien.

INSATIABLE CURIOSITY [bad minor] *1GG p. 16; 1PG p. 32; 2GG p. 20; 2PG p. 35*

Can't stop self from being nosey, -2 to ingenuity or Resolve to resist urge to be impulsive

INVISIBLE [alien good special] *AC p.105*

-4 to spot when immobile (if natural camouflage), -4 to spot when still or moving (optic camouflage) -8 to spot any-time (when perfect invisibility camouflage)

KEEN SENSES [good minor/major] *1GG p. 12; 1PG p. 24; 2GG p. 15; 2PG p. 26*

+2 to Awareness roll using given sense (Minor); +2 to Awareness rolls with all senses (Major)

LAST OF MY KIND [alien bad minor] *1GG p. 16; 1PG p. 32; 2GG p. 20; 2PG p. 44*

Last of race. -2 penalty on all actions (accept combat) when travelling alone, or reminded of situation

LUCKY [good minor] *1GG p. 13; 1PG pp. 24-25; 2GG p. 16; 2PG p. 27*

When double 1's are rolled (roll of 2), one can reroll. If double 1's are rolled again the roll stands.

NATURAL WEAPONS [alien good minor/major] *1GG pp. 114-115; 2GG pp. 130-131; AC p. 106*

Claw, teeth, spines or electric shock, etc that does +2 Damage (Strength +2) (Minor); Ranged weapon such as shooting fingernail, shooting spine, flaming breath, built in gun (5 (2/5/7)) (Major); Trait can be increased as well.

NETWORKED [alien good minor/major] *1GG p. 115; 2GG p. 131; AC p. 106*

Aliens work together, like a hoard (Minor); Aliens communicate with one another but act individually (Major)

OBLIGATION [bad minor/major] *1GG p. 16; 1PG p. 32; 2GG p. 20; 2PG p. 36*

Will not betray allies or members of their organization (Minor); Organization is more important than character, they may be 'on call' and no time for personal life. Penalties for disobedience or betrayal are severe (Major)

OBSESSION [bad minor/major] *1GG p. 17; 1PG pp. 32-33; 2GG p. 20; 2PG p. 36*

They have an compulsion they sometimes need to act on (Minor); Always work obsession into all they do (Major)

OUTCAST [bad minor] *1GG p. 17; 1PG p. 33; 2GG pp. 20-21; 2PG p. 36*

Others make Awareness + Ingenuity roll to recognize character. If recognized suffer a -2 penalty on social rolls.

OWED FAVOUR [good minor/major] *1GG p. 13; 1PG p. 25; 2GG p. 16; 2PG p. 27*

Owed a small favor or money up to £1000/\$2000 (Minor); Owed a big favor or money over £10,000/\$20,000 (Major)

OWES FAVOUR [bad minor/major] *1GG p. 17; 1PG p. 33; 2GG p. 21; 2PG p. 37*

Owes a small favor or money up to £1000/\$2000 (Minor); Owes a big favor or money over £10,000/\$20,000 (Major)

PHOBIA [bad minor] *1GG p. 17; 1PG pp. 33-34; 2GG p. 21; 2PG p. 37*

-2 penalty to attempt to approach phobia or stay calm (see "Getting Scared" 1GG p. 51; 1PG p. 70, 2GG p. 56, 2PG p. 74)

PHOTOGRAPHIC MEMORY [good major] *1GG p. 13; 1PG p. 25; 2GG p. 16; 2PG p. 27*

Character can spend a moment to commit info to memory, or spend a story point to remember something they have not actively committed to memory.

POSSESS [alien good special] *1GG p. 115; 2GG p. 131-132; AC pp. 106-107*

Alien can inhabit others, getting a +4 to do so on first attempt, Target can resist (Resolve + (Ingenuity or Strength)) or spend story points.

PRECOGNITION [good special] *1GG p. 21; 1PG pp. 38-39; 2GG p. 25; 2PG p. 44*

Get flashes of information about what may happen, can spend story point to actively sense what is to come

PSYCHIC [good special] *1GG p. 21; 1PG p. 39; 2GG pp. 25-26; 2PG p. 44*

Resolve + Awareness + 4 roll to see in target's mind (must be in naked eye visual range). Target resists with Resolve + Ingenuity (add an additional +4 if target has Psychic skill)

PSYCHIC TRAINING [good minor] *1GG p. 13; 1PG pp. 25; 2GG p. 16; 2PG p. 27*

+2 to Resolve rolls when resisting psychic attack or deception

QUICK REFLEXES [good minor] *1GG p. 13; 1PG p. 26; 2GG p. 16; 2PG pp. 27-28*

Character goes first during action rounds (unless surprised). If two characters have it, whoever has highest Attribute.

REPLICATION [alien good major] *AC p. 107*

Create new version of self (Resolve + Strength against difficulty 15)

RESOURCEFUL POCKETS [good minor] *1GG p. 13; 1PG p. 26; 2GG p. 16; 2PG p. 28*

Spend a story point or roll doubles on 2D6 to find something useful.

ROBOT [good special] *1GG pp. 21-22; 1PG p. 39; 2GG p. 26; 2PG p. 45*

Allows Attributes over level 6 (the human maximum), and allows gadget; look like robot (Minor); look human (Major)

RUN FOR YOUR LIFE! [good minor] *1GG p. 13; 1PG p. 26; 2GG p. 16; 2PG p. 28*

+1 bonus to speed when fleeing (see "Chase Situation" in 1GG p. 55; 2GG p. 60)

SCREAMER! [good minor] *1GG pp. 13-14; 1PG p. 26; 2GG p. 16; 2PG p. 28*

Spend story point to stun anyone in room for one action; scream can be heard by companions including through walls.

SELFISH [bad minor] *1GG p. 17; 1PG p. 34; 2GG p. 21; 2PG p. 37*

There are times when character sneaks off to see what they can plunder or gain.

SENSE OF DIRECTION [good minor] *1GG p. 14; 1PG p. 26; 2GG p. 16; 2PG p. 28*

+2 to Awareness + Ingenuity to regain direction when lost

SHAPESHIFT [alien good minor/major/special] *1GG pp. 115-116; 2GG p. 132; AC p. 107*

Can look like member of another race, but a bit imperfect (Minor); Perfect replication and into multiple forms (Major)

SLOW [alien bad minor/major] *AC p. 107*

Speed (Coordination) is halved (Minor); Speed (Coordination) is zero (cannot move or regarded as stationary in a chase situation) (Major)

SLOW REFLEXES [bad minor/major] *1GG p. 17; 1PG p. 34; 2GG p. 21; 2PG p. 38*

Always go last in action round phase (Minor); Always go last in whole action round (Major)

SPECIAL [alien good special] *1GG p. 116; 2GG p. 132; AC p. 108*

Can do something remarkable or odd. (ex. Krillitane ability to steal traits, Daleks temporal shift)

TECHNICALLY ADEPT [good minor] *1GG p. 14; 1PG pp. 26-27; 2GG p. 16; 2PG p. 29*

+2 bonus to fix electrical or computer equipment or create gadget

TECHNICALLY INEPT [bad minor] *1GG p. 17; 1PG p. 34; 2GG p. 21; 2PG p. 38*

-2 penalty to fix electrical or computer equipment

TELEKINESIS [good special] *1GG p. 22; 1PG p. 39-40; 2GG p. 26; 2PG p. 45*

Lift and move items with power of the mind (Ingenuity + Resolve). Resolve as the “Strength” stat for weight.

TELEPATHY [good special] *1GG p. 22; 1PG p. 40; 2GG pp. 26-27; 2PG p. 46*

Ingenuity + Resolve to communicate with mind (can be resisted by same); Distance determined by scale in book.

TELEPORT [alien good major] *1GG p. 116; 2GG pp. 132-133; AC p. 108*

Awareness + Resolve to teleport to place that is familiar if successful

TIME AGENT [good special] *1GG pp. 22-23; 1PG p. 40; 2GG p. 27; 2PG p. 46*

Work for Time Agency, may have memory loss (Amnesia Trait). Have Vortex Manipulator Gadget (Vortex Trait).

TIME LORD [good special] *1GG p. 23; 1PG pp. 40-41; 2GG p. 27; 2PG p. 47*

Regeneration ability, automatically get Turn of the Universe and Vortex Traits, Attributes over 6 (human maximum), get a major gadget, are mildly telepathic, have repertory bypass to prevent strangulation.

TIME LORD (EXPERIENCED) [good special] *1GG pp. 23-24; 1PG pp. 41-42; 2GG p. 28; 2PG p. 47*

Same as Time Lord trait, but has used one (or more) regeneration(s); get 4 additional Skill Points and Time Traveller Trait

TIME TRAVELLER [good minor/major] *1GG p. 14; 1PG p. 27; 2GG p. 17; 2PG p. 29*

Familiar with technology from another time. Past tech (Minor); Future tech (Major); can also be awarded by GM

TINY [alien bad minor/major] *AC p. 105*

Strength -2, Speed -1, To be Hit -2, To be Seen -4 (Minor); Strength -4, Speed -2, To be Hit -4, To be Seen -8 (Major)

TOUGH [good minor] *1GG p. 14; 1PG p. 27; 2GG p. 17; 2PG p. 29*

Reduces damage by 2 to Attributes (after other factors such as Armor)

UNADVENTUROUS [bad minor/major] *1GG pp. 17-18; 1PG pp. 34-35; 2GG pp. 21-22; 2PG pp. 38-39*

-2 to rolls where enthusiasm is needed, GM can assign the trait to character who has bad experiences.

UNATTRACTIVE [bad minor] *1GG p. 18; 1PG p. 35; 2GG p. 22; 2PG p. 39*

-2 to rolls that involve looks, but +2 to rolls that require intimidation

UNLUCKY [bad minor/major] *1GG p. 18; 1PG p. 35; 2GG p. 22; 2PG p. 39*

When double 6's are rolled (roll of 12), one must reroll. If double 6's are rolled again the roll stands.

VOICE OF AUTHORITY [good minor] *1GG p. 14; 1PG pp. 27-28; 2GG p. 17; 2PG p. 29*

+2 to Presence + Convince rolls to get people to do what you want or gain their trust

VORTEX [good special/alien good special] *1GG p. 24, 116; 1PG p. 42; 2GG p. 28, 133; 2PG p. 47; AC p. 108*

+2 to time travel piloting or vortex manipulation device use. Some Aliens do not need device (Ingenuity + Resolve and spending 2 story points)

WEAKNESS [bad minor/major] *1GG p. 18; 1PG pp. 35-36; 2GG p. 22; 2PG p. 39*

-2 to rolls when GM decides weakness applies (Minor); 4 levels of damage when weakness exploited (Major)



LANCHESTER CALLING CHARACTER STATS

by Peter Murphy and Zepo

In Issue #17 of our fanzine, we featured a *Doctor Who* RPG campaign called "Lanchester Calling" and gave an overview of that ongoing campaign. To give a bit more insight to that campaign, and to give Game Masters an idea of what other *Doctor Who* RPG characters may look like, we present for you here some of the significant characters from that campaign. GMs and players may use these characters as either NPCs or Player Characters in their own campaigns if they wish. Due to space considerations the stats are only given in the original FASA system stats.



MIKROSAMANDRELLA "MIKROS" (3rd REGENERATION)

Appearance :

Race: Gallifreyan Time Lord

Sex: Male

Height: Tall

Build: Slim

Looks: Plain

Apparent Age: Mature Adult

Actual Age: 300+

Recognition Handle: Mikros is tall, geeky and daft looking.

Personality:

Motivation/desires/goals: After finding out Gallifrey with all its people has perished which triggered his last regeneartion, Mikros has become distant and withdrawn. He snaps at his companions and gets easily riled but even with this is very silly. As his DNA has changed and he can no longer sense other Time-Lords - his goal is to find any last survivors of the great Time War.

Manner: Mikros can seem aloof just like his previous incarnations but will help any lost cause to the bitter end.

If using the FASA *Doctor Who* RPG:

STR END DEX CHA MNT INT
IV IV IV V V V

Max Op End: 24 points **AP:** 7

Skills: Administration - IV, Armed Combat-Swords - III, Earth Sciences-Geology - IV, Earth Sciences-Hydrology - IV, Earth Sciences-Meteorology - IV, Engineering-Cartography - IV, Engineering-Chemical - V, Engineering-Civil - IV, Engineering-Electrical - IV, Engineering-Mechanical - IV, Engineering-Metallurgy - IV, Environmental Suit Operation - IV, Gambling - III, Gaming - III, Leadership - V, Life Sciences-Agriculture - IV, Life Sciences-Botany - IV, Life Sciences-Ecology - IV, Life Sciences-Exobiology - IV, Life Sciences-Zoology - IV, Medical Sciences-General Medicine - IV, Medical Sciences-Psychology - V, Medical Sciences-Pathology - IV, Medical Sciences-Pharmacology - IV, Medical Sciences-Surgery - IV, Medical Sciences-Veterinary Medicine - IV, Military Science-Ordinance Construction Repair - IV, Military Science-Small Unit Tactics - IV, Military Science-Trap Discovery - V, Military Science-Trap Ordinance/Disarmament - IV, Physical Sciences-Chemistry - IV, Physical Sciences-Computer Sciences - V, Physical Sciences-Mathematics - IV, Physical Sciences-Physics - IV, Public Performance - V, Security Procedures-Concealment - V, Security Procedures-Disguise - V, Security Procedures-Lockpicking - IV, Security Procedures-Stealth - IV, Security Procedures-Surveillance - IV, Social Sciences-Archeology - V, Social Sciences-Economics - IV, Social Sciences-History (Earth) - VI, Social Sciences-History (Galactic) - VI, Social Sciences-History (Gallifreyan) - VI, Social Sciences-Law - IV, Social Sciences-Political Science - IV, Space Sciences-Astronomy - V, Space Sciences-Astrophysics - V, Space Sciences-Navigation - V, Sports-Cricket - V, Sports-Rugby - V, Sports-Soccer - V, Technology-Astronautics - IV, Technology-Communications Systems - IV, Technology-Computer Systems - V, Technology-Cybernetics - V, Technology-Electronics - IV, Technology-Force Field Systems - V, Technology-TARDIS Systems - IV, Technology-Transmat Systems - IV, Technology-Computer Systems - V, Unarmed Combat-Brawling - III, Unarmed Combat-Grappling - III, Unarmed Combat-Martial Arts - III, Vehicle Operation-Ground - IV, Vehicle Operation-Spacecraft - IV, Vehicle Operation-Water - IV, Verbal Interaction-Haggling - V, Verbal Interaction-Negotiation/Diplomacy - V, Wilderness Survival-Hot - IV, Wilderness Survival-Cold - IV.



PVT OLAF GUD JOHNSEN

Appearance:

Race: Human (Earth)
 Sex: Male
 Height: Tall
 Build: Skinny
 Looks: Plain
 Apparent Age: Mature Adult
 Actual Age: 34

Recognition Handle: Olaf looks quite lanky and has a storm-weathered features.

Brief Personal History :

- Born in Reykjavik, Iceland to parents Gudni and Nina
- (5 yrs later) : younger brother Eidur born.
- (8 yrs later) : younger sister Bjork born.
- (3 yrs later) : joins Icelandic army.
- (2 yrs later) : sent to Cambridge University to study English, funded by Icelandic Army.
- (4 yrs later) : gets degree in English, returns to Iceland and army.
- (3 yrs later) : seconded back to Cambridge to tutor Icelandic and Scandinavian history.
- (5 yrs later) : seconded to United Nations in Geneva. Works for the UN on UNIT history.
- (5 yrs later) : seconded to work for UNIT...

Personality:

Motivations/desires/goals: Olaf loves the army life and loves teaching. He is very often overlooked on getting promotion which is why he has remained as a Private even though he very well learned.

Manner: Olaf is very easy going and takes his duties very seriously.

If using the FASA *Doctor Who* RPG:

STR END DEX CHA MNT INT
 IV IV V IV V V

Max Op End: 20 points **AP:** 9

Skills: Administration - IV, Armed Combat-Hand Grenade (thrown) - IV, Armed Combat-Pistol - IV, Armed Combat-Rifle - V, Armed Combat-Sub-machine Gun - IV, Leadership - IV, Military Science-Small Unit Tactics - V, Social Sciences-History (Earth) - IV, History (Scandinavian) - IV, Social Sciences-History (UNIT) - IV, Sports-Soccer - IV, Unarmed Combat-Brawling - IV, Unarmed Combat-Grappling - IV, Unarmed Combat-Martial Arts - IV, Vehicle Operation-Aircraft (Helicopter) - V, Vehicle Operation-Ground (Car) - V, Vehicle Operation-Ground (Motorbike) - IV, Verbal Interaction-English/Icelandic - V, Wilderness Survival-Arctic Climate - IV.

Weapons: Automatic Pistol (4D6 damage)

JOSHUA VAN DER LAAN



Appearance:

Race: Human (Earth)
 Sex: Male
 Height: Tall
 Build: Slim
 Looks: Attractive
 Apparent Age: Young Adult
 Actual Age: 28

Recognition Handle: Joshua has a shaved head and a often wears a goatee beard.

Brief Personal History :

- 2569 CE - Born in Los Angeles USA to emanate scientists Alexander and Katherine van der Laan, younger brother of Leigh-Ann (6).
- 2574 CE - Alexander van der Laan disappears while serving on the science vessel 'The Queen Elizabeth' which was in space discovering new planets. Rumours of Dalek involvement is hushed up by officials.
- 2586 CE - Joshua follows Leigh-Ann into Marine Space Corps after death of their mother.
- 2590 CE - Passes with honours to become a Fighter Pilot.
- 2591 CE - Becomes part of Red Squadron flying the XTR-44 Fighter craft.
- 2597 CE - ...

Personality:

Motivations/desires/goals: Joshua really joined the Marine Space Corp to find out if he could uncover anything about the disappearance of his father.

Manner: Joshua is confident and very level headed. He sticks by his friends and will look after them.

If using the FASA *Doctor Who* RPG:

STR END DEX CHA MNT INT
 V V V V IV IV

Max Op End: 36 points **AP:** 9

Skills: Armed Combat-Laser Pistol - V, Armed Combat-Laser Rifle - IV, Carousing - IV, Engineering-Mechanical - IV, Environmental Suit Operation - IV, Leadership - IV, Military Science-Ordinance Construction Repair - IV, Military Science-Small Unit Tactics - IV, Social Sciences-History (Earth) - IV, Social Sciences-History (Galactic) - IV, Space Sciences-Astronomy - IV, Space Sciences-Astrophysics - IV, Space Sciences-Navigation - IV, Sports-Basketball - IV, Sports-Soccer - IV, Streetwise - IV, Technology-Astronautics - VI, Unarmed Combat-Brawling - V, Vehicle Operation-Ground (Motorbike) - VI, Vehicle Operation-Spacecraft (MSC XTR-44) - VI, Verbal Interaction-Haggling - IV, Verbal Interaction-Negotiation/Diplomacy - IV, Wilderness Survival-Arctic Climate - IV, Wilderness Survival-Desert Climate - IV.

Weapons: Laser Pistol (A table-Energy)

MANTRAMANDRELLA (2nd REGNERATION)

The renegade Time Lord villain and Mikros' nemesis is actually Mikros' own brother.



Appearance:

Race: Gallifreyan Time Lord

Sex: Male

Height: Tall

Build: Stocky

Looks: Striking

Apparent Age: Mature Adult

Actual Age: 190

Recognition Handle: Mantra is tall, suave and has a bald head.

Personality:

Motivation/desires/goals: Mantra is now in his second regeneration, his first body was wasted when trying to get back his own TARDIS after it was stolen. Mantra now has an intense dislike of all Time-Lords. He considers other species irrelevant in pursuit of getting revenge on the Time-Lords. He often sets a trap for un- wary time-travellers.

Manner: Mantra is intense and will stop at nothing to hurt the ones who hurt him.

If using the FASA *Doctor Who* RPG:

STR END DEX CHA MNT INT
IV IV IV VI VI IV

Max Op End: 22 points **AP:** 7

Skills: Armed Combat-Long Sword - V, Armed Combat-Particle Beam - IV, Carousing - VI, Engineering-Mechanical - IV, Gambling - VI, Leadership - VI, Life Sciences-Exobiology - IV, Life Sciences-Zoology - IV, Public Performance - VI, Security Procedures-Disguise - VI, Social Sciences-History (Earth) -V, Social Sciences-History (Galactic) - V, Social sciences-History (Gallifreyan) -V, Sports-Soccer - V, Technology-TARDIS Systems - VI, Technology-Cybernetics - IV, Technology-Transmat Systems - IV, Unarmed Combat-Brawling - IV, Unarmed Combat-Grappling - V, Unarmed Combat-Martial Arts - V, Verbal Interaction-Haggling - VI, Verbal Interaction-Negotiation/Diplomacy - VI.

Weapons: Particle Beam Pistol (A table-Energy)

The four characters presented here from the "Lanchester Calling" campaign include the third regeneration of the primary hero Time Lord from the campaign, Mikros. Also included are two of Mikros' companions Olaf Gudjohnsen (a UNIT soldier) and Joshua Van Der Laan (a futuristic space pilot and member of the Marine Space Corps as seen in the *Doctor Who* episode "Death to the Daleks"). Last in this set of characters is the second regeneration of the evil Time Lord Mantra who Mikros and his companions encountered numerous times.

With the background of these characters and some knowledge of their previous adventures (as discussed in issue #17 of this fanzine), there is enough information given that a Game Master can introduce these characters as Non-Player Characters in their own campaigns as either friends or foes. Below are some very quick adventure seeds that can be used by a GM to integrate these characters into another campaign.



POSSIBLE ADVENTURE SEEDS

"THERE ARE OTHERS LIKE ME..." - The characters discover that there is another Time Lord in existence after the Time War. Encountering him, it turns out that he believes the war is still going on and is setting up a trap which will doom any other time travelers caught in it. The characters need to convince this Time Lord that the Time War is in fact over. The problem is that the Time Lord is actually Mantra, and he is quite aware that the Time War is over, but he is using the characters and their TARDIS to draw other time travelers into his trap. The characters need to stop Mantra, disable his dangerous trap, and rescue any other time travelers encountered during the adventure.

"DANGER OF THE DALEKS" - The characters find themselves in the year 2598CE and discover that an expedition of the Marine Space Corp which is on patrol looking for the Daleks. When aiding the Marine Space Patrol, the characters encounter the Time Lord Mikros and his friendly companions. But one of them, Olaf, falls ill to a plague that will soon affect the galaxy. The characters are in a race against time to save Olaf, when at the same time the Daleks attack the patrol. There is a delicate balance between saving Olaf, and preventing others from being infected, and using the disease that he has to fend off the Daleks themselves. Olaf and the others can be saved by giving them an antidote made of parrinium. But the supplies are low and the only known source is the planet Exxillon!

MODULE: "ALL FOR ONE"

"All For One" is a Doctor Who adventure module set on the planet Earth in 1628CE. The TARDIS crew land in France to find that the Musketeers of the Guard are in danger of being disbanded a mere six years after the unit's formation. To save history, the characters need to reveal the threat in the government. This adventure module can be run with either a group featuring the Third Doctor and Jo or another group of time travelling players.

The TARDIS finds itself landing in historical France in the year 1628CE. While parts of Europe are in conflict during the Thirty Years War, France is currently finding itself faced with the Protestant rebellion by the French Huguenots that live in the Southwest of the country. Likewise, France is embroiled in the Anglo-French War, a mainly naval war with England who is trying to support the French Huguenots. With France being the largest Catholic Kingdom unaligned with the Hapsburg (German) powers who are caught up in the Thirty Years War, France is at a tipping point when it can have a strong central government or have its influence splinter.



THE DOCTOR AND JO LAND IN 17th CENTURY FRANCE

As the TARDIS crew arrives it is the spring of 1628. The weather is nice on this Spring day. The air wafts with salt indicating that the landing location is not far from the sea. All is calm, until in the distance explosions and battle can be heard (from the fighting at the nearby Siege of La Rochelle, where the French loyalist troops of King Louis XIII are laying siege to the city of La Rochelle which is occupied mainly by French Huguenot protestants who want their independence from the Catholic crown of France). Hopefully, the TARDIS crewmembers will be curious and be drawn to the sounds of the conflict. They will move up the road in this somewhat wooded area.



JO HIDES AS THE RIDERS APPROACH

RIDERS ON THE STORM

As the TARDIS crew goes to investigate, the sound of a large unit of horsemen will be approaching. The TARDIS crew can stay on the road, or decide to hide and take cover. Unknown to them, they are currently located at an ambush point. Moments later a group of French soldiers on horseback, wearing the blue uniforms of the loyalist French forces and armed with swords and muskets approach. They are guarding a four carriage convoy, one carriage of which is particularly ornate.

Just as the riders approach, musket shots ring out from the woods and trees nearby. Some of the riders are wounded, while others put out their muskets and pistols and return fire before drawing their swords. From the woods a group of French Huguenot soldiers (identifiable by their white tunics) attack and the characters will find themselves caught up in the ambush. Characters making awareness or intuition rolls will realize that the Huguenot soldiers are trying to get to the ornate carriage and attack its occupant. The characters can decide to get involved in the battle or not.

Eventually the battle will wind down, though the characters may have to defend themselves from some of the Huguenot soldiers (who think that the characters are early scouts). If attacked the characters will be assisted by a French loyalist

musketeer by the name of Cyril Moreau, who will help protect and assist them. It will be due to Cyril's bravery and that of his older mentor Pascal, and hopefully the actions of the characters, that the ambush will fail. Cyril might motivate the characters to become involved and help in the battle. The Huguenots will retreat and the wounded can be helped.

The characters will find out that the convoy was occupied by King Louis XIII of France, and that the blue uniformed men were the famed Musketeers of the Guard. The King himself will invite the characters to his makeshift court (especially if they have provided direct assistance to his safety).

TO THE VILLA

The convoy, with the characters will continue on towards a villa near the city of La Rochelle. Along the way, characters can ask Cyril or Pascal information about the situation. Basically, King Louis XIII is coming to visit the Siege of La Rochelle where his confidant and secretary of state, Cardinal Richelieu is overseeing the siege that is on its third year.

Upon arrival at the temporary court, which is located inside a very nice villa that has been renovated to accommodate the king, it is clear that there are many more Musketeers here who are on guard and securing the area. On arrival, the king will be greeted by the two senior Musketeer officers (Colonel-General d'Lisle and Captain-Lieutenant Maître. The King will be angry with them for the attack and announces he wants to see them and the characters in two hours in his court. He is also met by Francis Durand his head stablemaster, who ensures that his horses are cared for and that his coach is taken and prepared.

Once the king is gone, Captain-Lieutenant Maître will yell at Cyril and Pascal for not protecting the king better. He will show his displeasure, and insult them for needing the character's help in protecting the king (whether the characters got involved in the fight or not). He will be called away by the rotund Colonel-General d'Lisle who will say that they need to prepare for their audience with the king.

After the pair of commanders leaves, Pascal will complain that it was Maître's idea to split the Musketeer forces from the king's protection. He will add that D'Lisle's idea was that the advance party could secure the route from ambush, but their plan obviously did not work that well.

The young and handsome Musketeer Cyril will also show romantic affection to any attractive women



MUSKETEER ADOLFE MAÎTRE AND COMMANDER RAPHAËL d' LISLE

IMPORTANT NPCS

MUSKETEER CYRIL MOREAU - A newly appointed Musketeer who befriends the TARDIS crew much to the anger of his Captain-Lieutenant. Kind, brave and helpful, and the model of what a Musketeer should be,

MUSKETEER PASCAL d'CHEVALIER - An older soldier who was chosen to be a Musketeer in the last few years of his service. He tries to mentor Cyril when he can, and watches out for the younger Musketeer, trying to teach him about being a professional soldier and also avoid the politics that come with being at court.

CAPTAIN-LIEUTENANT OF THE FIRST COMPANY OF THE MUSKETEER OF THE GUARD ADOLFE MAÎTRE - Newly appointed Captain-Lieutenant of the First Company, he is well liked by Colonel-General d'Lisle. He is a bit distanced, and always seems to be thinking. He is an expert at manipulating those in his way. He has a secret.

COLONEL-GENERAL OF THE MUSKETEERS OF THE GUARD RAPHAËL d'LISLE - A heavy set general in charge of the Musketeers. He is lackadaisical in his work, and his lack of professionalism puts the Musketeers' future at risk.

GRAND ÉCUYER DE FRANCE (Head Stablemaster) FRANCIS DURAND - In charge of the King's stables and the horses of the Musketeers. Friendly but suspicious of the motivations of Adolfe Maître. He thinks that Raphaël d'Lisle's lack of professionalism puts the King at risk.

CARDINAL RICHELIEU - Cardinal and the French Secretary of State. One of the King's closest advisors.

KING LOUIS XIII - King of France and Musketeer founder.



THE CREW IS TAKEN TO THE KING LOUIS XIII's COURT



JO SUSPECTS A PLOT



MUSKETEER ADOLFE MAÎTRE PROTECTS THE KING

in the characters' party (such as Jo Grant). His dashing demeanor and romantic approach is worthy of note, and his true desire to serve and protect the king will make him a solid romantic interest to any female character.

COURT IS IN SESSION

Eventually the characters are called to the court for an audience with King Louis XIII and his advisor Cardinal Richelieu. In the court, before the characters are called forward to meet with the King, there is a debate that rages between Colonel General d'Lisle and the King over the effectiveness of the King's musketeer guards. The king questions the Musketeer's effectiveness in protecting him and the judgment of their commander. Commander d'Lisle will be released and he will join Captain-Lieutenant Maître observing the court.

King Louis XIII will call forward the characters and recognize them for their bravery and valor in helping protect him. If the characters are British, the King will be a bit surprised (as the English supported the French Huguenot rebellion and tried numerous times to break the blockade at La Rochelle). For King Louis XIII this will be proof that not all English support the rebellion, and that his goal of a unified France is proper. King Louis will ask for the character's stories and version of events, and even their suggestions for what he should do. He will express his displeasure with his personal guard of Musketeers and mention that he is considering disbanding the force due to their recent poor performances. He would replace them with a new unit of regular soldiers as his guard.

The characters may or may not have figured out that there are forces at work trying to get the Musketeer unit disbanded. This, of course, would have a significant effect on the throne of France (as well as its history many years later as Alexandre Dumas' *The Three Musketeers* novel and its sequels will never be written). This small action would have the effect of changing the course of history in France. If the characters have an inkling of this they may start with a plea to save the unit now (mentioning the heroism of Cyril and Pascal) otherwise they may need to wait to discover the plot in the next scene.

When the characters are dismissed from court, the king will mention that he is retiring to his stables to enjoy the company of his favorite horse. He will order Richelieu to give him a tour of the sea wall that is being used in the siege the next day.

Characters should have a chance to overhear Captain-Lieutenant Maître suggest to Commander d'Lisle that he order him and some musketeers to protect the king as a sign of his duty. Commander d'Lisle will make a big show of ordering Maître and two musketeers to accompany the king (a bit to the annoyance of Louis XIII who does not countermand the order).

THE KIDNAPPING ATTEMPT

Characters should get awareness or intuition rolls that they should make sure that the king is safe. They might suggest

going to the stables with the king. Either way, Captain-Lieutenant Maître and two other musketeers will accompany the group. If the characters offer to join the King, he will welcome them to the stables. If they shadow the king on their own that is fine as well. The King and the Musketeers will head to the horse stables.

Arriving at the horse stables, the king's friendly old stablemaster Francis Durand will greet the king and the musketeers. Other stable workers will be in the area feeding and caring for the horses. Stablemaster Durand will lead the king to his horse, and the king will affectionately pet the animal and feed it carrots. The stablemaster will report that he has hired some locals to oversee the stables and horses, but that they have been vetted through a security process handled by the Musketeers. The king will be lost in thought as he enjoys his animal's company and the pressure of the throne is off his shoulders for even a moment.

But all is not well. When the king's thoughts are elsewhere, Captain-Lieutenant Adolphe Maître will pull his sword and quickly kill the other two musketeers. The other stable hands will jump up and quickly grab and subdue the King. It turns out that the stable hands are Huguenot spies, that were specifically selected by Maître for their jobs (though this is not yet known). The Huguenots have chance to kidnap the king which would decisively change the Siege of La Rochelle and history. At the very least the attempt will undermine history enough that King Louis XIII will disband the Musketeer unit which alone will change history!

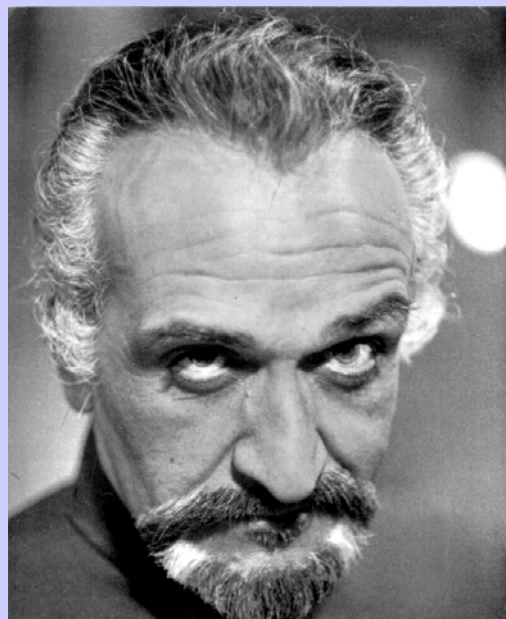
The characters can join the fight if needed (if they are not present, they should at least have a chance to overhear the scuffle and arrive as the kidnapping is taking place). Stablemaster Durand will run to get help (specifically Cyril and Pascal whom he trusts) but it is up to the characters to save King Louis XIII and history. There will be four stable hands (armed with knives, swords, and pitchforks) as well as Adolphe Maître himself. If the characters outgun the kidnappers, the GM can increase the number of Huguenot spies to make a fair fight. What happens next is really up to how the scene plays out, but the characters should be actively involved in stopping the kidnapping. It is clear that this is a significant threat and that Adolphe Maître is a traitor to the French crown.

SAVING HISTORY

The characters have a chance to save King Louis XIII by overpowering the spies and the traitorous Adolphe Maître. If characters do not want to simply use combat, they can try to negotiate with the Huguenot spies or use indirect means to stop them (such as using a sonic screwdriver to start a fire in the stables scaring off the horses before they can make an escape). If Adolphe Maître is near the point of defeat or capture, he will reveal himself to be the evil rogue renegade Time Lord known as the Master (Maître is the French word for "Master")! If the characters have the upper hand, he will threaten them with his tissue compression eliminator. Likewise, he will try to get to one of the king's cargo carriages to escape, which in reality is his TARDIS.

If the characters are overpowered, the spies will tie up the king and try to ride off to the city of Rochelle with their prisoner in tow. The Master will reveal himself, and leave via his TARDIS, with history derailed in his mind. However, the arrival of the other Musketeers (Cyril and Pascal) will allow the characters to get help, and an opportunity to chase down the kidnappers on horseback and save the king. All is not lost, yet.

The noble actions of the characters and Musketeers should save King Louis XIII. This will reinforce the king's trust in the Musketeers as a unit. Even Richelieu will appreciate the Musketeers and form a unit of his very own to protect him. The French win the Siege of La Rochelle, and unify their power under the Catholic monarchy of Louis XIII (keeping history intact). Of course, this also saves the unit's reputation, and will eventually lead to the unit being idolized as heroes in the novel *The Three Musketeers* (which will first be published in 1844 and spawn sequels and many films years later as well). The characters can return to the TARDIS knowing they have saved history and witnessed some of it as well.



ADOLFE MAÎTRE IS THE MASTER



THE DOCTOR AND JO AFTER ALL IS



GAME MASTERING TIPS: A LOOK AT CAMPAIGNS-PART TWO

In this issue we continue a look at considerations and advice when running a long term role-playing campaign, which started in DDWRPG Issue #17.



PLAYER PICNIC GET TOGETHER (04 July 2008)



ONE GROUP AT DAVE'S MEMORIAL (30 August 2008)



ANOTHER AT DAVE'S MEMORIAL (30 August 2008)

POINTS TO CONSIDER

The following are some items that GMs should consider when playing in a campaign:

- **Make an effort to get a diverse group of players.** Not just friends, but people from many different backgrounds. Diversity is not just skin color — it is gender, age, sexual orientation, employment field, political affiliation, work experience, skill set, socio-economic background, country of origin, interest set and more. People with different backgrounds bring different skills and experiences to the game table.. Having a wide group of players makes each game even more interesting.

(continued next page)

As our group's ongoing campaign continued, there were more lessons that we needed to consider in our game in order for the campaign to be successful.

Once our campaign was ongoing for about 22 modules, we had already had to wrestle with numerous considerations for how the campaign would be handled. By this point we realized that the campaign would continue for much longer than we expected. Around this time we suddenly realized that keeping track of all the adventures that were being played was important. Up to this point we were able to remember all of the adventures and what had happened, but we suddenly thought we had better do a better job of keeping records. So we suddenly had to consider the following:

- *What documentation should be keep for the campaign*
- *Who is in charge of keeping the records*
- *How do we resolve inconsistencies in the records*

For our campaign, we decided the Campaign Master should keep track of all the records, and we quickly reconstructed the order of the early adventures and also gave those adventures that did not have official names a title. From here on out, every adventure would be recorded, each module given a name and a number, and important events were also tracked. As we have mentioned in other issues of DDWRPG the use of GM Documentation is one of the most effective ways to ensure that a campaign runs smoothly and effectively.

We also started to see that as our game continued we wanted to invite our other friends to play in the campaign. Sharing the fun and excitement of a role-playing game is one of the best social elements of the hobby. We were eventually inviting new friends into the game, but this brought up a number of considerations that a group usually does not think of when first inviting new players. The following considerations should be considered as newbies enter the game:

- *Should everyone get their own character*
- *Should the TARDIS crew have one or two Non-Player Characters for others to play to see if they like the game or hobby (and that can be used by others to join the game for a single game)*
- *How will the group handle characters that are introduced, and then they player no longer continues in the game*

We discovered that simply inviting a cool friend to the game does not mean that they stick with or enjoy the hobby of role-playing as much as you might. In the early days of our own campaign we



**25th ANNIVERSARY DUBBERZ
(EARLY PLAYER) DINNER (01 April 2010)**



**25th ANNIVERSARY GAME DAY
BREAKFAST EVENT (03 April 2010)**



**25th ANNIVERSARY GAME DAY
SOCIAL (03 April 2010)**



**25th ANNIVERSARY GAME DAY MULTI-
MEDIA GAME START (03 April 2010)**

invited players and gave them their own characters (going through the effort to introduced them in special adventure modules), integrating them into the game, and setting them up to be important characters in sub plots, only to have the players become elusive and decide not to continue with the hobby. That's fine, and people new to a campaign need to realize that not everyone will have the same excitement and interest in your on going story. However, being prepared to deal with this situation is part of having a successful campaign.

Our group now has a few NPCs that can be played by first time players who want to simply try the hobby (before we make them a permanent fixture of the campaign). We also allow the Campaign Master to "write out" certain characters (usually by returning them home so they can still be played if the players return to the game).

In the spirit of *Doctor Who*, our campaign which had featured numerous science fiction adventures finally took a turn and featured a purely historical adventure (our first was actually only 13 adventures into the campaign). These historical stories begged some consideration from the CM and GMs. Would we allow history to be changed or affected, or must history unfold exactly as it is known to have in real life? *Doctor Who* as a series has never been exactly clear as to how history and time travel work together (and even in the first Doctor's era alone we have conflicting storylines in which history cannot be changed and indeed can be affected). So ultimately in your own campaign one has to decide how to handle historical adventures. Consider the following:

- *Can history be affected in your campaign*
- *Who determined (the Campaign master?) how inconsistencies will be handled, or if there are historical conflicts*

(continued from previous page)

- **Feature sequel adventures** as part of the game play of your campaign. Given the chance to bring back villains, monsters, or replay a favorite adventure with your group take it. This creates a sense of continuity.

- **Change the locations of where games are played.** While it is great to have a "home base" so to speak, take the opportunity to game at other players' homes, outside, at game conventions, local friendly game stores, at *Doctor Who* locations, and other places. Different places give a different feel. Odd that gaming in the gazebo at the cemetery creates a different atmosphere isn't it?

- Be sure to **keep track of rulings in regards to rule interpretations.** The Campaign Master should keep track so that there is consistency within the campaign. If rules are interpreted differently from game to game it will demotivate and confuse the players.

- **Celebrate your campaign.** Be sure to give those involved in your campaign a sense of belonging to the great campaign they are a part of. Our group has over the years given each other personalized hats, bumper stickers, customized dice, t-shirts, special music CDs, and other mementos that represent the game.

- **Do not be embarrassed or hide your hobby from others.** Being proud of one's interests is important to being proud of who you are and enjoying your hobbies. But realize that others may not want to hear about your character's exploits, just as you may not want to hear about the results of their favorite team's last match, or about how to stitch up an accurate cosplay costume. Share your hobby with those friends in your group who are interested.



how do they “correct” themselves

The answers to these questions can be as simple as making sure an adventure is run setting history right, or having the adventure take place in an alternate universe. Ultimately the game should make sense.

As our campaign continued, there were more lessons that we learned or realized that we needed to consider. As published adventures became available for the game, different players were buying them. As our campaign allowed for multiple Game Masters this meant we were suddenly having a conflict over who bought the adventures and who would be running them (as someone who bought the adventure could read it and cheat by knowing what was happening). So we had to come up with a system whereby we assigned modules to those that wanted to run them. We had to come up with a standard for:

- *If a commercial module is released who gets the honor or right to run the adventure*
- *How do you let others know not to read an adventure that they might be eager to purchase and check out*

Now that adventure modules will soon be released for the *Doctor Who-Adventures in Time and Space* RPG, this is again an important consideration even for our long running campaign.

A similar issue became a factor when one of our Game Masters adapted a film into an adventure module. In our case the movie *Alien* was converted into an adventure for the group, and soon the idea of using established science fiction elements into potential crossover material was a consideration. Every potential GM wanted to quickly “claim” a crossover genre for their own (from *Star Wars*, to *Star Trek*, to James Bond). This of course created



**25th ANNIVERSARY MODULE
GAME TABLE (03 April 2010)**



**PLAYERS JOIN THE GAME BY SKYPE
(05 Feb 2011)**



**CHRIS STEPS UP TO GAME MASTER
(20 Feb 2011)**



**NEW PLAYERS JOIN THE GAME
(17 Apr 2011)**



**PLAYERS RETURN FROM OVERSEAS TO
REJOIN THE GAME (29 May 2011)**



**25th ANNIVERSARY ADVENTURE
MODULE (#4300) (03 April 2010)**



TECHNOLOGY IS PART OF THE GAMES
(29 May 2011)



GAMING AT STAN'S HOUSE
(29 May 2011)



REN FAIRE GAMING TRIP
(05 SEP 2011)



THE ORIGINAL GROUP STILL GAMES
(14 AUG 2011)



VARIOUS GENERATIONS AT THE TABLE
(16 Oct 2011)

some conflict as one person would speak up and "call" a genre, when others were bigger fans or knew more about the property in question. This became a bit of a concern as players became very emotional over wanting to present a game in their version of a crossover universe. We found that this had to be handled very delicately and that the Campaign master had to often allow various players to present their own versions of how certain universes worked. Be prepared to consider:

- *How will you determine who has the "GM rights" to certain properties for use in adventure modules*
- *Who can use other sci-fi crossovers settings and characters in a game*
- *How will you resolve conflicts between players that want to use certain elements that may affect continuity in the game*

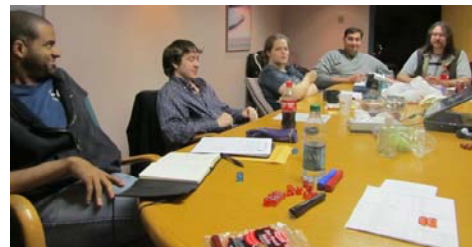
By having a Campaign Master who makes rulings on the overall game a lot of these conflicts can be avoided, but the CM also needs to be prepared to make a ruling that will not be popular with everyone. We have discovered that arguments over such issues are some of the most emotional in gaming groups.

Not long after this we have an adventure that was split into two parts and the group never convened with that GM to play the end of the adventure.

- *How will your group handle unfinished adventure modules or story arcs*
- *What is the continuity for those characters involved in the adventure.*

We resolved this by saying the adventure ended and all survived, and let the storyline end after one part. But that might not work for all games.

These are just a few of the considerations that Campaign or Game Masters need to think about when running a long lasting campaign. More and more conflicts and considerations similar to those that we have covered will rear their ugly heads. Being prepared and fair is key.



STARTING A NEW MODULE...
(18 Dec 2011)



...WITH A DIVERSE GROUP OF PLAYERS
(18 Dec 2011)



EVENING GAME
(21 Dec 2011)



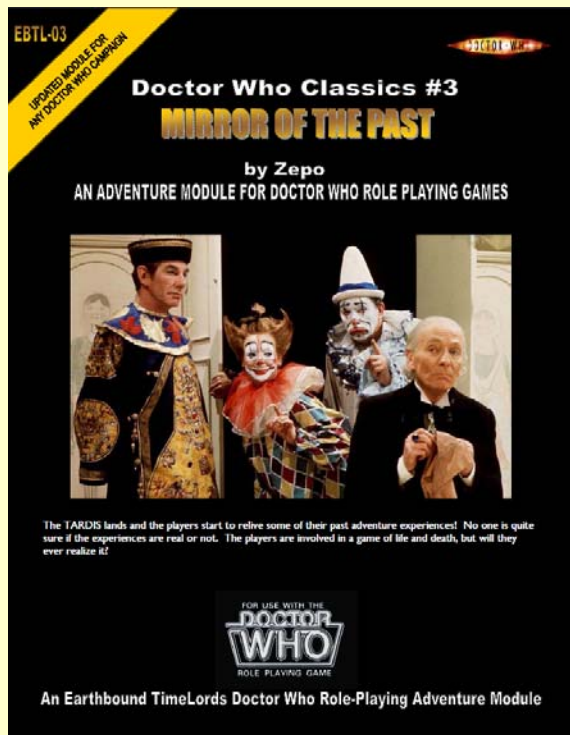
THE NEXT GENERATION JOINS THE GAME
(27 December 2011)



GAMING WITH MINIATURES
(12 Feb 2012)



THE "MIRROR OF THE PAST" MODULE



Game Masters whose campaigns have a bit of history to them that are looking for an adventure to run, can check out the following full length adventure called "Mirror of the Past".

The adventure's plot is described as "The TARDIS lands and the players start to relive some of their past adventure experiences! No one is quite sure if the experiences are real or not. The players are involved in a game of life and death, but will they ever realize it?"

The adventure is tailored to long running campaigns in which the characters have a chance to revisit some of their most memorable and exciting adventures. Everything is almost exactly the same and the characters start to get a feeling of déjà vu. Then suddenly some things that they experience are quite different. There is more going on then they might be aware of. And who is this strange man in oriental clothing that is challenging the players?

The adventure module can be downloaded for free at:

[http://homepages.bw.edu/~jcurtis/\[module\] EBTL-03 Mirror of the Past - 2nd printing - Doctor Who Classics 3 Version.pdf](http://homepages.bw.edu/~jcurtis/[module] EBTL-03 Mirror of the Past - 2nd printing - Doctor Who Classics 3 Version.pdf)

XUE WHO by Jeff Miller

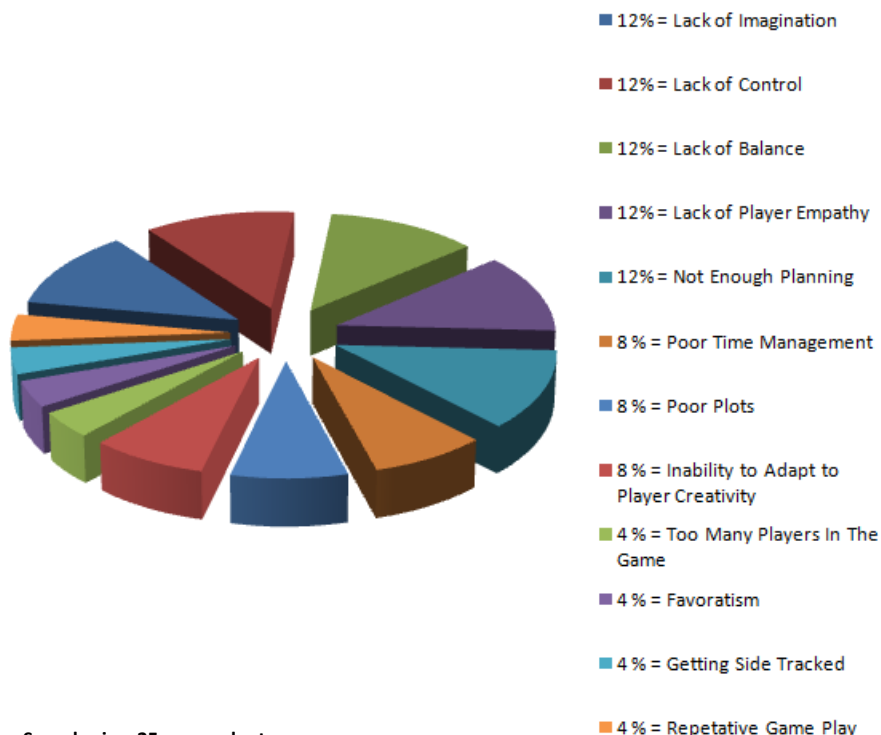
GAMER POLL: BIGGEST GM WEAKNESSES

We asked our readers “What do you perceive to be the biggest weakness of most GMs?” and here are the results of our poll. A full 60% of our respondents narrowed the worst weakness down to either lack of imagination, lack of control in a game, lack of balance and fairness, a lack of empathy for the players, or not enough time planning for the game. Three choices garnered 8% of the vote which included poor time management during a game, poor plots for a game, and the inability to adapt to player creativity. GMs allowing the game to get side tracked or adventures becoming too repetitive in their game play were also problems cited by those taking the poll. Interestingly the results here were fairly even and spread out. We suggest that GMs take a good look at the selections on this list and try to avoid them to create a great campaign experience for their game.

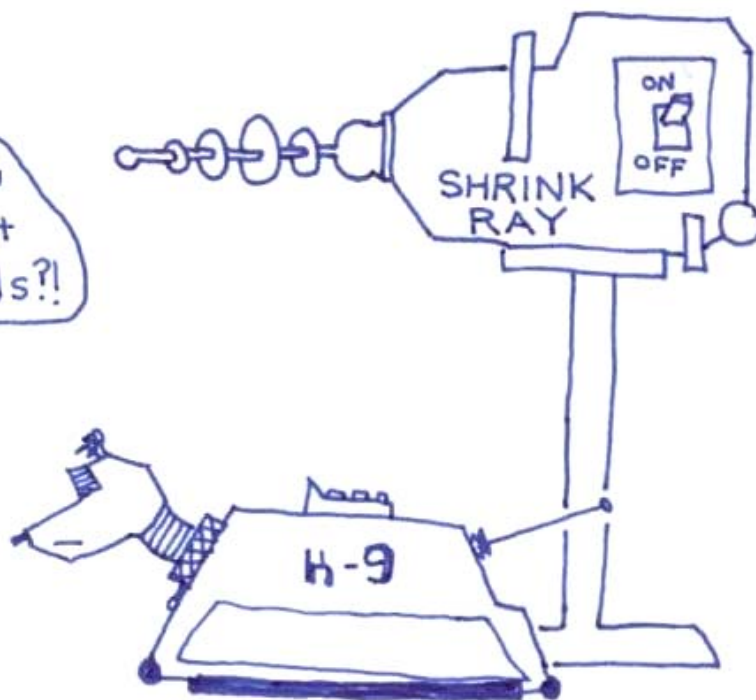
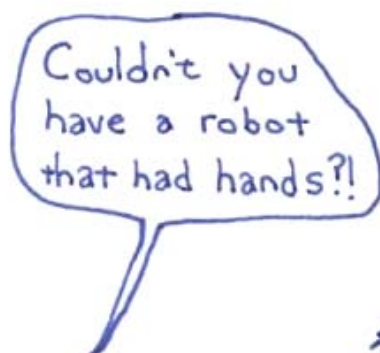


Sample size: 25 respondents

Biggest GM Weakness



by: Zepo



DDW DW RPG

DIARY OF THE DOCTOR WHO **ROLE-PLAYING GAMES**



NEXT ISSUE:

'THE FASA SPECIAL'

**A COMPLETE LOOK AT THE FASA DOCTOR WHO RPG - FASA WRITER INTERVIEWS
MORE ADVENTURE MODULES - GAME MASTER TIPS - NEW NPC FEATURE**

and More....

Send your contributions, articles, comments and correspondence to:
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